GRAN TURISMO 4 FIRST DETAILS!

FREE REAL-LIFE-LARA POSTERS!

computer and video games

TOMB RAIDER
Better late than never?
Full lowdown inside

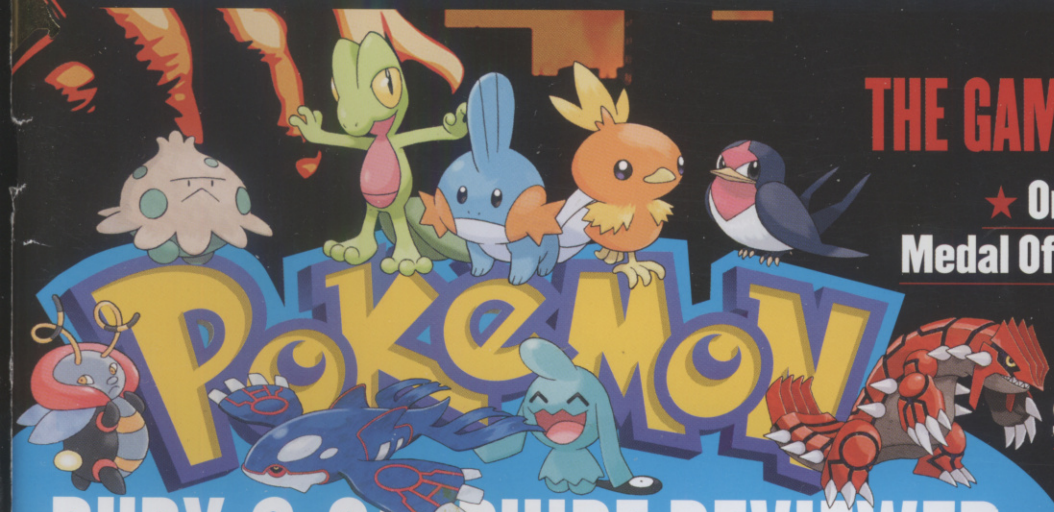
ALL-NEW METAL GEAR
Snake's game for Cube!

EXCLUSIVE gta 4 INSIDE INFO

FIRST UK REVIEW

Def Jam VENDETTA

HIP-HOP'S HARDNUTS WRESTLE SMACKDOWN'S SISSIES INTO SUBMISSION



RUBY & SAPPHIRE REVIEWED
The most addictive game ever - dare you look inside?

THE GAMES YOU HAVE TO SEE

★ Onimusha 3 ★ VF4 Evolution
Medal Of Honor: Rising Sun ★ Zelda
Championship Manager 4
Yu-Gi-Oh! ★ Matrix ★
Shinobi ★ And loads more!

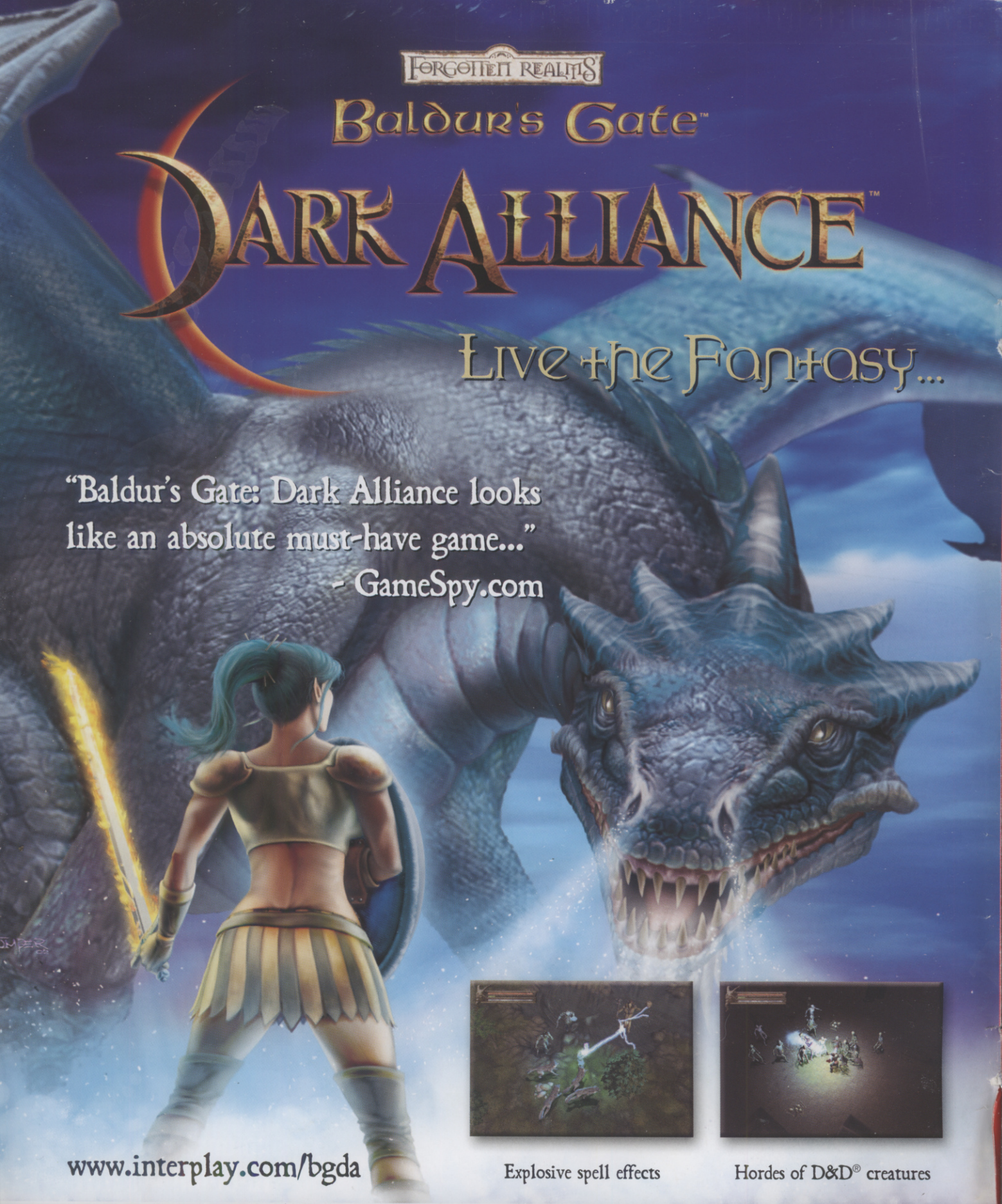
MAY 2003 ◦ ISSUE 259 ◦ £2.85
9 770261 369130 05
OVERSEAS PRICE £3.50

FORGOTTEN REALMS

Baldur's Gate™ Dark Alliance™

Live the Fantasy...

"Baldur's Gate: Dark Alliance looks like an absolute must-have game..."
- GameSpy.com



Explosive spell effects

Hordes of D&D® creatures

www.interplay.com/bgda

Wizards of the Coast Dungeons & Dragons

DANGER HIGH VOLTAGE SOFTWARE

BLACK ISLE STUDIOS

developed by snowblind studios

Interplay

PlayStation.2

NINTENDO GAMECUBE

XBOX

Baldur's Gate: Dark Alliance ©2003 Interplay Entertainment Corp. All rights reserved. Baldur's Gate, Dark Alliance, Forgotten Realms, the Forgotten Realms logo, D&D, the Dungeons & Dragons logo, and the Wizards of the Coasts logo are trademarks owned by Wizards of the Coast Inc., a subsidiary of Hasbro, Inc., and are used by Interplay under license from Infogrames Interactive, Inc. Black Isle Studios, the Black Isle Studios logo and the Interplay logo are trademarks of Interplay Entertainment Corp. Snowblind Studios and the Snowblind Studios logo are trademarks of Snowblind Studios. High Voltage Software and the High Voltage Software logo are trademarks of High Voltage Software, Inc. All other trademarks are property of their respective owners. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved. ™, ® AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO. © 2002 NINTENDO. Screenshots shown are from Xbox version.

CVG FREEBIE FRENZY!

PLUS

★ DOUBLE-SIDE LARA POSTER
★ CVG'S TOP TIPS BOOK!
★ CVG'S ULTIMATE GUIDE TO ONLINE CONSOLE GAMING

PLUS

PLUS

IN THIS ISSUE

EXCLUSIVE UK REVIEW

p.24

PS2

DEF JAM VENDETTA

THE ONLY MAG TO PLAY THE FINISHED GAME BRINGS YOU THE ONLY REVIEW YOU CAN TRUST. ACCEPT NO SUBSTITUTES

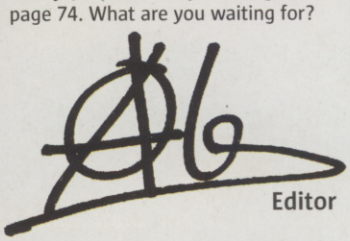
SOLID GOLD

These guys rap about blunts, bitches and 45s, they've got enough gold around their necks to support a small country for the next decade and now they're gonna kick seven bells out of anyone with balls big enough to step into the ring. Up for it?

Even if your stomach has dropped out of your backside at the thought of going five rounds with Method Man, just by buying this issue of CVG you've got an exclusive ringside seat to see if Def Jam Vendetta can wrestle SmackDown! into submission. You can't afford to miss the scrap of the century.

But if it's real heavyweights you're looking for, Nintendo's got two of the biggest names in videogames in its corner, and they're both coming out fighting. Link is putting up his dukes for Cube, and while the machine looks like it's already had the wind knocked out of its sails a year after its release, this 10-out-of-10 game is reason enough to splash out on Nintendo's purple pleasure box.

Then there's Pokémon Ruby & Sapphire. But you know all about them already, because CVG has given you more coverage than any other mag. Thing is, are they actually good? As always, we tell it to you straight, on page 74. What are you waiting for?



Editor

GAMING GOLIATHS RATED, INCLUDING... BLING! BLING!

POKEMON RUBY & SAPPHIRE p.74

Well hello Hoenn-ey! CVG finally gets its hands on the English version – what's the verdict?

ZELDA: THE WIND WAKER p.86

Crunch time: another videogame giant we've been playing till we bled to bring you the *definitive* review

CHAMPIONSHIP MANAGER 4 p.94

PC CD ROM

The Geoff Hurst of footie management sims gets a ffffff...lippin' fantastic full sequel. Goooooaaaaallll!!!

YU-GI-OH! p.96

Big in Japan? Huge, more like! But is it good enough to take off over here?

CONTENTS

ISSUE 259
MAY 2003

p.06 RED HOT NEWS!

UNBELIEVABLE!
Onimusha 3 – first pics and details. Plus GT4, GTA4, new Metal Gear for Cube and FIVE new Medal Of Honor games!

p.32 TOMB RAIDER: ANGEL OF DARKNESS

NO, HONESTLY
Somewhat later than we'd expected, a hands-on. Okay, cough, *a lot* later...

p.42 FINAL FANTASY X-2

HOT, HEAVY AND HANDS-ON
We've spent ages playing it in order to bring you the dope on the series' first proper sequel. Unmissable

EXTENDED PLAY

PRIMAL p.66
Get the Jen on Sony's blockbuster. Sorry about the pun

DEVIL MAY CRY 2 ..... p.70
Don't blub, we can help you

PREVIEWS

TOMB RAIDER: THE ANGEL OF DARKNESS 32
LOST KINGDOMS II 36
DRAGON'S LAIR 3D 36
VIRTUA FIGHTER 4 EVOLUTION 38
FINAL FANTASY TACTICS 40
TAO FENG: FIST OF THE LOTUS 40
FINAL FANTASY X-2 42
CHAOS LEGION 44
THE GREAT ESCAPE 45
FUTURAMA 45
CASTLEVANIA: ARIA OF SORROW 46
F1 CAREER CHALLENGE 47
SPHINX 47
DANCING STAGE MEGAMIX 48
GHOST MASTER 50
VIEWTIFUL JOE 51
FREEDOM: THE BATTLE FOR LIBERTY ISLAND 52
COUNTER-STRIKE: CONDITION ZERO 53
STARCRAFT: GHOST 54
ULTRAMINIS 56

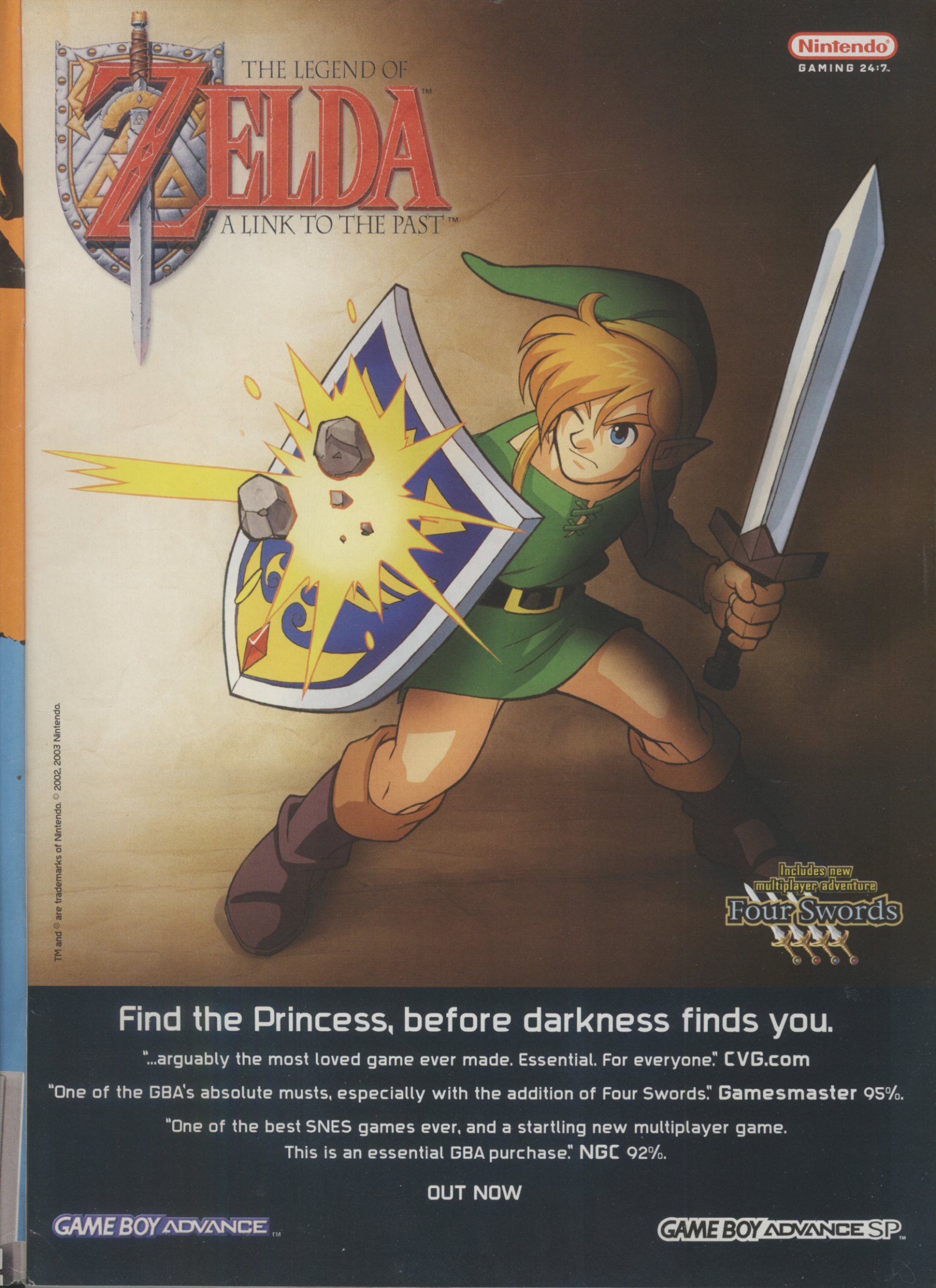
REVIEWS

EXCLUSIVE DEF JAM VENDETTA 24
POKÉMON RUBY & SAPPHIRE 74
SYBERIA 80
SHINOBI 82
MOTOGP 3 84
IKARUGA 85
THE LEGEND OF ZELDA: THE WIND WAKER 88
WAR OF THE MONSTERS 90
TOP ANGLER 91
LEGO DROME RACERS 91
CHOPLIFTER 91
PROJECT ZERO 92
FREELANCER 93
TOCA WORLD TOURING CARS 94
CHAMPIONSHIP MANAGER 4 94
RESTAURANT EMPIRE 95
YU-GI-OH! WORLDWIDE ED. 96
CONFLICT: DESERT STORM 97
YAGER 98
TOCA RACE DRIVER 99
BLACKSTONE: MAGIC & STEEL 99
V-RALLY 3 99
DELTA FORCE: BLACK HAWK DOWN 100

EVERY MONTH • EVERY MONTH • EVERY MONTH

★ £5 OFF ANY GAME 9
★ CACKMAN 114
★ FREE POSTERS 57
★ MAILBAG 22
★ EXTENDED PLAY TIPS 64
★ EXTENDED PLAY GUIDES 66
★ SUBSCRIPTIONS 102
★ MEGA COMPO 106

p.106 WIN THIS LOT!


Nintendo
GAMING 24:7.
THE LEGEND OF
ZELDA
A LINK TO THE PAST™
Includes new multiplayer adventure
Four Swords
TM and © are trademarks of Nintendo. © 2002, 2003 Nintendo.
Find the Princess, before darkness finds you.
"...arguably the most loved game ever made. Essential. For everyone." CVG.com
"One of the GBA's absolute musts, especially with the addition of Four Swords." Gamesmaster 95%.
"One of the best SNES games ever, and a startling new multiplayer game. This is an essential GBA purchase." NGC 92%.
OUT NOW
GAME BOY ADVANCE™
GAME BOY ADVANCE SP™

STOP PRESS

YOU'LL BE ABLE TO CATCH POKÉMON RUBY & SAPPHIRE EARLIER THAN EXPECTED – THEY'RE NOW DUE IN THE UK IN JULY

IF YOU BUY ONE OF THE FIRST 400,000 GBA SP HANDHELDS TO GO ON SALE IN THE UK, YOU'LL GET A £30 DISCOUNT VOUCHER

PLANET G

THE HOTTEST GAMES & G GLOBE

SIZZLING FIRST LOOK

MON DIEU! CAPCOM'S AWESOME SERIES GOES ALL FRENCH! AW HAW HE HAW HE HAW...

The adventures will link up with Samanosuke and Jacques meeting in the cutscenes

Super samurai Samanosuke is set to return in Onimusha 3. And he's not alone. He has company in the form of a grizzly-voiced Frenchman with an enormous conk. But this isn't just any frog! His co-star is Jean Reno, star of Hollywood blockbusters such as Leon and Mission Impossible 2. Magnifique, nos amis!

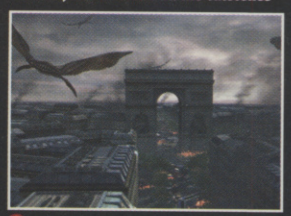
Jean Reno's character Jacques Blanc isn't here just to look stubbly, mean and French. Jacques is fully playable and his introduction marks a new direction for Capcom's honourable heavyweight saga.

Coined as the 'dual hero system', you'll now be able to play through two overlapping storylines as either character. Much like Chris and Jill's adventures in Resident Evil. Except in Onimusha 3 each character possesses a strikingly different fighting style for you to master and enjoy.

Samanosuke is clearly the close-range blade specialist, and Jacques a pistol-packing modern-day desperado. Yep, you heard right, *modern day*!

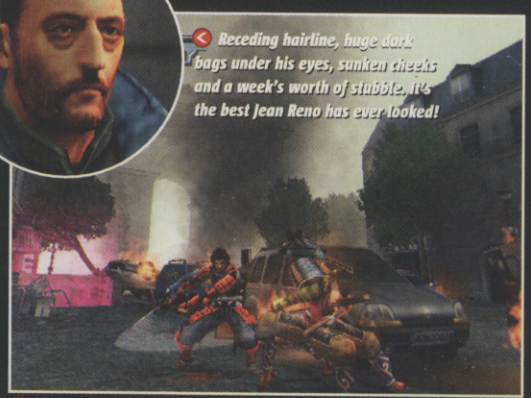
EXCLUSIVE TO PS2

Hollywood action expert Donnie Yen, famed for his awesome work on Blade II, has directed all the cutscenes



Hell on Earth: the busy streets of the French capital are set ablaze as the forces of evil mount their takeover bid

Receding hairline, huge dark bags under his eyes, sunken cheeks and a week's worth of stubble. It's the best Jean Reno has ever looked!



The French connection: Onimusha 3 shifts the battlefield from ancient Japan to present-day Paris. And for the first time in the series the environments are fully 3D. You'll be able to move the camera freely too

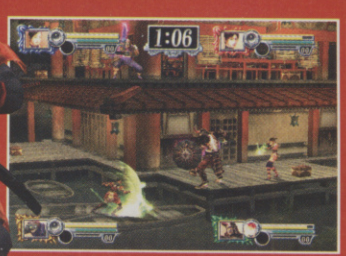
Also with his own playable adventure, droopy-faced French star Jean Reno appears alongside Samanosuke in the role of Jacques Blanc. But instead of a sword, Jacques hammers his point home with a pistol

ONIMUSHA OVERLOAD

Screw the puzzle-solving adventure-based stuff classically associated with the Onimusha series and replace it with all-out hardcore slash 'em up action and you've got Onimusha: Blade Warriors.

As if one game weren't enough to keep fans of the series purring with joy, Capcom will also release this gorgeous adrenalin-fuelled multiplayer arcade brawler alongside Onimusha 3 in 2004 for PS2.

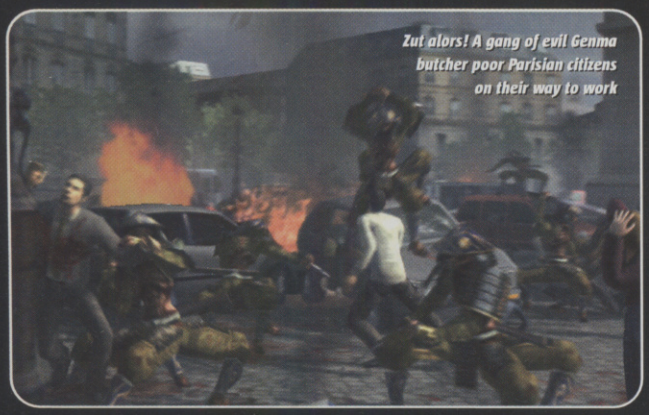
Play with up to three other mates or go it alone in the single-player mission



There are tons of characters from the Onimusha universe to choose from

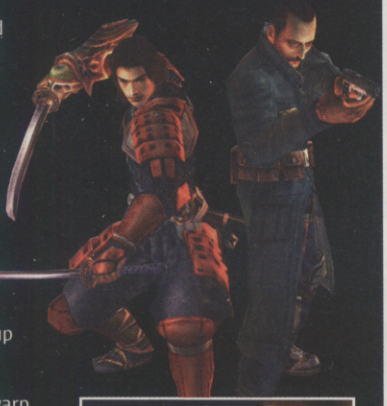
The camera zooms right in close to add even more drama to confrontations

'OFFICIAL' PRO EVO 2? FLIP OVER TO FIND OUT!



Zut alors! A gang of evil Genma butcher poor Parisian citizens on their way to work

Onimusha 3 is set in the here and now. Not the classically beautiful backdrop of 16th Century Japan.



MAIS C'EST TROP BIZARRE!

The game throws you into an intriguing and mysterious plot, where Samanosuke somehow warps through time and appears in the European capital of hairy armpits, Paris. The city has suddenly fallen under the chaotic control of thousands of hellish Genma demons, and it's up to him and Jacques to kick seven shades out of the evil invaders.

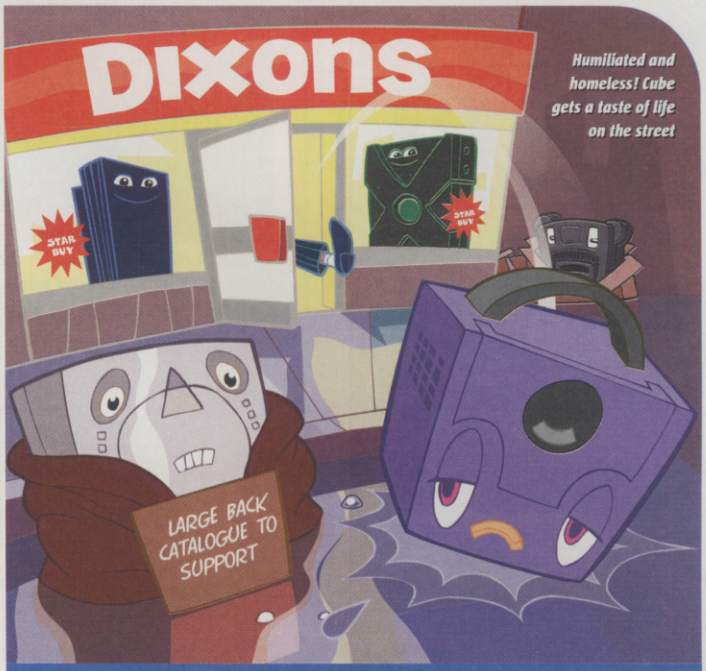
You'll be wishing you could warp forward through time when you hear Onimusha 3's release date... 2004! And Capcom is remaining extremely tight-lipped regarding which month it's expected to arrive in the UK. But don't despair! Planet CVG will continue to keep your fires of excitement well stoked, by being the first mag to deliver you all the hottest shots and newest details on Capcom's upcoming action thriller every month.

The game kicks off in AD1582 with a dramatic fight that takes place in the burning Honnoji Temple

Samanosuke has learnt a handful of new sword-swinging skills since his last outing in Onimusha 2

Thunderbolts and lightning, very very frightening! Unleash mental attacks

The one-player missions look very similar to the retro action of Sega ninja classic, Shinobi



Humiliated and homeless! Cube gets a taste of life on the street

DIXONS KICK CUBE TO THE CURB

One of Britain's biggest electronics retailers, Dixons, will stop selling GameCubes once its current stock runs out, due to disappointing sales.

The company is now selling a Cube plus a game for just 99 smackers. And it's not just Dixons. Argos is offering super-low-price deals on Nintendo's plastic handbag – a Cube, memory card and either Wave Race, Luigi's Mansion, Pikmin or Eternal Darkness for a meagre £78.99! So if you've been tossing up whether to get a GameCube for a while, you can now snap one up for next to nothing. But what about the bigger picture? A Nintendo spokesman commented on the Dixons disappointment: "Dixons represents a small snare of Nintendo's business... GameCube is currently available in 4500 stockists across the UK, including HMV, Toys "R" Us, GAME, Virgin Megastore, Argos and Woolworths."

So what does CVG reckon? Well, it would be dumb to say that Cube's on its way out. It's not. It has a solid line-up of big-name games in place for 2003, so it's hard to imagine that Dixons' drastic decision and Argos' mega deals will directly affect the lifespan or overall success of the console. And now we'll stop getting all serious. Poo, bum, tits, wee-wee. That's better!

NEW METAL GEAR GAME!

EXCLUSIVE TO GAMECUBE

Banjo-loving gardener and Nintendo gaming legend Shigeru Miyamoto recently let slip that a Metal Gear Solid game is set to appear on GameCube. And it won't just be a port of Sons Of Liberty or Substance!

Well-placed industry sources are claiming that MGS for Cube will be a remake of the original on PSone, much in the same vein as Capcom's slick revival of the first Resident Evil game. There could also be some sort of GBA link-up feature!

Planet CVG will keep you fully up to date on this exciting revelation. Watch this space.

GRAN TURISMO 4

FIRST DETAILS REVEALED

You can almost smell the sweet intoxicating aroma of burning rubber as GT4 appears on the horizon. It's expected to be shown at next month's E3 games show in Los Angeles, but a few juicy nuggets of info on the game were revealed at a recent Tokyo press conference to keep us dripping with excitement up until its grand unveiling.

Kazunori Yamauchi, president of Polyphony Digital (developer of the GT series), dished out the first details and explained that PD wants to, "fully explore the simulation aspects of the series". Which suggests a level of ultra-realism as yet unseen on PS2. And of course this time bodywork will crumple when cars collide or veer off and slam into a barrier.

Yamauchi also revealed that, "a wholly redesigned gameplay system has been proposed, including new modes of play." PD did touch upon the possibility of online play too, though this was not confirmed.

MARIO GOLF

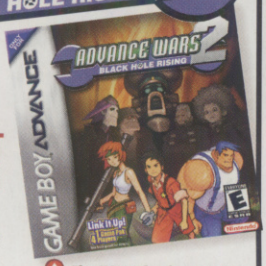
TEEING OFF IN THE STATES THIS SUMMER

"Oh, he's the king of the swingers, the Nintendo VIP!" Mario's busy scrubbing his small pimply balls for his upcoming golfing debut on GameCube.

Our Yankee pals across the pond will be able to enjoy the plumber's shaft-swinging antics when Mario Golf goes on sale on July 28. An exact release date is yet to be confirmed for the UK. Nintendo of Europe will only commit to an autumn launch at the moment. So that'll be Spring 2004 then?

ADVANCE WARS 2 BLACK HOLE RISING

ENEMY TROOPS COME OUT OF HIDING



The US packaging reveals AW2's moody enemy COs

"Just one more battle" fast became Advance Wars' unofficial motto thanks to its ultra-tough strategic conflicts. But the appearance of Black Hole Rising's new enemy COs will have you running for the hills with fear. Sod "just one more battle"! These guys look nuts!

The five new enemy commanders that appear on the newly released box art for Advance Wars 2 look like a cross between the Addams Family and a gang of mental Manga monsters. Sturm had that insane meteor attack first time round, so lawd knows what these crazy crackpots have got lurking up their sleeves. AW2 rolls onto US shelves on June 23.

reservoir dogs

LET'S GO TO WORK 18

THE GAME

He might have a head shaped like a banana, but Hollywood hotshot director Quentin Tarantino is the master of cool. His '90s cult movie hit, Reservoir Dogs, shocked audiences with its gruesome violence and brutal ear amputation scene, and now the sick flick is being adapted into a videogame.

SCi Games is developing the title, promising that the game will remain true to the movie. You can expect to play through many of the film's famous scenes, but whether you'll be able to hack off a policeman's ear with a cutthroat razor hasn't been revealed. Nor is it confirmed which consoles it'll be appearing on. We'll keep you fully up to date on any developments.

David Beckham's messy new barnet makes it into this hacked gem

You won't find even the smallest spelling error in any of the names

Boards surrounding the pitch now boast genuine company logos

HACK OF THE NET

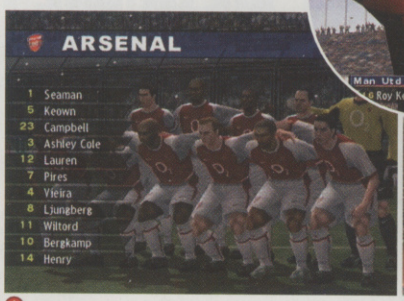
WINNING ELEVEN 6 FINAL EVO: THE REAL KITS, PLAYERS AND TEAMS. IT'S 'OFFICIAL'!

An anonymous super-spod has somehow managed to hack into Winning Eleven 6 Final Evolution on PS2 – an updated Japanese version of Pro Evo 2 – and transformed it into the ultimate Pro Evo experience.

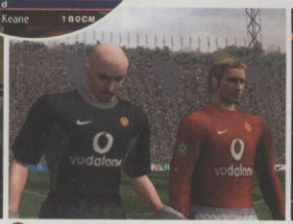
It features correct team names, fully up-to-date rosters, proper player names, awesome likenesses, Champion's League music instead of that guff Japanese techno pop, and heaps more. But by far the most impressive addition to this brilliant bastard version of WE6 is the kits. Every strip is spot on. From the big O_2 logo on the Arsenal shirt down to the minuscule red devil's horns on the Man U badge... it looks *perfect*! While you can't buy this oh-so-naughty new version in the shops (boo!), it does go to show that while Pro Evo 2 is already the finest footie game out there, it would be unbeatable with all the proper sponsors.

But what about a genuine fully-licensed version from the real creators? Pro Evo 3 should hit UK shores later this year, so let's keep fingers, toes and anything bendable crossed that Konami will make it happen.

The Arsenal strip looks totally authentic



The squad have a hug to celebrate their nice new kit



The player likenesses are uncanny

Every flag and club badge looks mint

SPLINTER CELLPHONE

Sam Fisher is sneaking his way into a new world... mobile gaming!

T-Mobile is currently offering anyone on its network a free exclusive downloadable version of Tom Clancy's Splinter Cell with the new Nokia 3510i. The side-scrolling mini sneak 'em up looks surprisingly slick considering the size of the screen – it's about half the size of a GBA display.

It's dead easy to upload the game onto your phone. Check into T-Mobile's website at www.t-mobile.co.uk for precise details of what you need to do.

The sexy new Mini Cooper gets its own game

IT'S A MINI ADVENTURE

Classic Brit flick, The Italian Job, is being re-made for the big screen, with the mint new Minis (or Marky Mark, depending on your point of view) in the starring role. And guess what? There's going to be a game to accompany the movie. *Never!*

Back in 2001 SCi brought the original Italian Job to PSone and CVG's not ashamed to admit that it was a damn fine game. But it's Eidos that's steering this version onto PS2, Xbox and GC. Let's hope that the powerhouse games publisher looks at SCi's nugget of fun for some pointers.

The Italian Job will be screeching onto all three next-gen formats this summer.

CHART ATTACK

CVG MOST WANTED

THERE'S ONLY ONE MARIO...OH

1. MARIO 128 (GC)
Mike: "When CVG met Miyamoto he promised amazing gameplay innovations for the next Mario game on GC. We're drowning in drool!"

2. WINNING ELEVEN 7 (PS2)
Paul: "It's getting close to that time of year when Konami reveals first shots and info on its annual footie update. O-lay, olay, olay, olay!"

3. MEDAL OF HONOR: PACIFIC ASSAULT (PC)
Alex: "The first mission throws you into the battle at Pearl Harbor. It's gonna be mental if it's anything like the Omaha Beach level in Allied Assault."

4. P.N. 03 (GC)
Lee: "Special shooty hands-o-doom action from the crazy cats at Capcom. Pe-ow, pe-ow!"

5. SUPER MARIO ADVANCE 4 (GBA)
Jaime: "It's about time we had an all-new handheld Mario game with a new look... it bloomin' better not be a port of Super Mario Bros 3!"

READER'S MOST WANTED

When Jim Lee isn't ballroom dancing he's performing pile drivers on his little bro.

1. BACKYARD WRESTLING (PS2)
"If it's anything like the TV craziness, I'm there!"

2. DANCING STAGE MEGAMIX (PS2)
"Honestly, I'm not a girl but I sure love to dance! A Dancing Stage game on PS2 will be amazing."

3. CHAOS LEGION (PS2)
"The screenshots in CVG made my eyes melt!"

4. POKÉMON RUBY & SAPPHIRE (GBA)
"Tons of new Pokémon. Can't wait to catch 'em all"

5. SOUL CALIBUR II (PS2)
"Heihachi beats the crap out of Link and Spawn. The PS2 version will easily be the best."

Send CVG a photo of yourself and list of five games you're most excited about playing, plus 10 words on each telling us why.
READER'S MOST WANTED, CVG, DENNIS PUBLISHING LTD., 30 CLEVELAND STREET, LONDON, W1T 4JD. EMAIL: MAILBAG.CVG@DENNIS.CO.UK (SUBJECT: READER'S MOST WANTED)

TOP FIVE GAMES
TOP FIVE GAMES FOR HIP-HOPPERS

1. PARAPPA THE RAPPA 2 (PS2)
"Smooth like butter, caress your lover." "Dry your hair, blow up and down, come on son it's time to get down." Parappa is the undisputed rap daddy.

2. DEF JAM VENDETTA (PS2)
Kick back to the lyrics of Method Man, Ludacris, DMX and other Def Jam hip-hopsters *and* slip into their skins and bust some mad grappling moves.

3. BEATMANIA (PSONE)
Scr-scr-scr-scratch it up! Take to the turntables and become the beat master general. Still one of the best and most original rhythm-action games.

4. WU-TANG: TASTE THE PAIN (PSONE)
The gameplay stinks but the soundtrack is rammed with phat tracks that just make you want to wave your hands in the air like you just don't care.

5. TOEJAM AND EARL: MISSION TO EARTH (XB)
Bling, bling! Big-ass medallions, stompin' bass licks, and fat gospel rappers! The fatter the better! "We... like... big... butts and we cannot lie!" Er, yes.

MULTI FORMAT TOP SELLERS

GAME

1	The Sims	PS2
2	Resident Evil Zero	GC
3	The Getaway	PS2
4	Tenchu: Wrath Of Heaven	PS2
5	Mortal Kombat: D.A.	PS2, XB, GC, GBA
6	Grand Theft Auto: Vice City	PS2
7	Tom Clancy's Splinter Cell	PC, XB
8	FIFA 2003	PS2, XB, PC, PS, GC
9	C&C Generals	PC
10	Dancing Stage Party Edition	PSONE

£5 OFF ANY GAME AT

GAME
www.game.uk.com

The UK's Leading Specialist in Computer Software and Videogames

1. The £5 off is valid against the purchase of any one product costing £29.99 or more.
2. This voucher is not exchangeable for cash and is non-recoverable.
3. This voucher cannot be used in conjunction with any other offer or voucher.
4. This offer may be withdrawn at any time without notice.
5. Only one voucher per transaction.
6. Only one voucher per person.
7. This offer is redeemable at any GAME store in the UK and Eire.
8. Voucher valid from 10/04/03 until 07/05/03.
9. Voucher applies to software and accessories across all formats.

503441010078

RELEASE DATES

PC	CASINO INC	APRIL 11
PS2	CHOPLIFTER: CRISIS SHIELD	APRIL 11
PC	COLD ZERO – THE LAST STAND	APRIL 11
PC	ENIGMA: RISING SUN	APRIL 11
PC	FREELANCER	APRIL 11
PS2	GALERIANS: ASH	APRIL 11
PC	ISS 3	APRIL 11
XBOX	KUNG FU CHAOS	APRIL 11
GBA	LEGO DROME RACERS	APRIL 11
PS2	MIDNIGHT CLUB II	APRIL 11
PC	POSTAL 2	APRIL 11
PS2	PRIMAL	APRIL 11
PC	RESTAURANT EMPIRE	APRIL 11
GC	SUMMONER: A GODDESS REBORN	APRIL 11
PC	VIETCONG	APRIL 11
PS2	WAR OF THE MONSTERS	APRIL 11
XBOX	YAGER	APRIL 11
PS1	BIG STRIKE BOWLING	APRIL 17
GC, XB, PS2	X-MEN 2: WOLVERINE'S REVENGE	APRIL 17
GBA	YU-GI-OH! WORLDWIDE EDITION	APRIL 17
PC	DEVASTATION	APRIL 18
PS2	FINAL FANTASY X PLATINUM	APRIL 18
GC	LEGO DROME RACERS	APRIL 18
GC	OUTLAW GOLF	APRIL 18
GBA	THE MUPPETS	APRIL 18
PC	TROPICO 2: PRIVATE COVE	APRIL 18
PC	AIRPORT TYCOON 2	APRIL 25
GC	BALDUR'S GATE: DARK ALLIANCE	APRIL 25
PC	BLITZKRIEG	APRIL 25
GC	DARKENED SKYE	APRIL 25
PS2	DIE HARD VENDETTA	APRIL 25
PC	HEATH: THE UNCHOSEN PATH	APRIL 25
PS2	MOTO GP3	APRIL 25
GBA	ROBOCOP	APRIL 25
GBA	SEGA RALLY CHAMPIONSHIP	APRIL 25
GC	SUPERMAN: SHADOW OF APOKOLIPS	APRIL 25
GC	TOP ANGLER	APRIL 25
GBA	WING COMMANDER PROPHECY	APRIL 25
PC	APOCALYPTICA	MAY 02
GC, XB	BARBARIAN	MAY 02
GBA	BRATZ	MAY 02
PC	CRIME SCENE INVESTIGATION	MAY 02
XBOX	DAKAR 2	MAY 02
GC, PS2	F1 CAREER CHALLENGE	MAY 02
GC, XB, PS2	NBA STREET 2	MAY 02
XBOX	PROJECT ZERO	MAY 02
PC	SEVERN VALLEY RAILWAY	MAY 02
PC	WWII: FRONTLINE COMMAND	MAY 02
GC	ZELDA: THE WIND WAKER	MAY 02
XBOX	PRO BEACH SOCCER	MAY 05
PC	EVE ONLINE: SECOND GENESIS	MAY 06
GBA	GT ADVANCE 3 PRO CONCEPT	MAY 09
GC	HUNTER: THE RECKONING	MAY 09
GC	IKARUGA	MAY 09
XBOX	MOTOGP 2	MAY 09
PS2	RUN LIKE HELL	MAY 09
XBOX	STAR WARS – THE CLONE WARS	MAY 09
XBOX	TAO FENG: FIST OF THE LOTUS	MAY 09
GC	BURNOUT 2: POINT OF IMPACT	MAY 16
GC	CASTLEWEEN	MAY 16
GC, XB, PS2	ENTER THE MATRIX	MAY 16
PC	GTA: VICE CITY	MAY 16
GC	LOST KINGDOMS II	MAY 16
GC, PS2	SPEED KINGS	MAY 16
XBOX	WORLD CHAMPIONSHIP SNOOKER 2003	MAY 16
GC, XB, PS2	BLOOD RAYNE	MAY 23
XBOX	F1 CAREER CHALLENGE	MAY 23
PC	GHOST MASTER	MAY 23
PC	RISE OF NATIONS	MAY 23
XBOX	RUN LIKE HELL	MAY 23
PS2	SILENT HILL 3	MAY 23
GC	SKIES OF ARCADIA LEGENDS	MAY 23
XBOX	SPEED KINGS	MAY 23
PC	THE SIMS SUPERSTAR	MAY 23
GC	WORLD RACING	MAY 23
GBA	REVENGE OF SHINOBI	MAY 25
GBA	WARIO WARE, INC	MAY 25
PS2	DANCING STAGE MEGAMIX	MAY 29
PS2	INQUISITION	MAY 29
GC	BLACK & BRUISED	MAY 30
GC, PS2	FROGGER BEYOND	MAY 30
GC, XB	RED FACTION 2	MAY 30
XBOX	REVOLT	MAY 30
XBOX	STAKE	MAY 30
PC	STAR TREK ELITE FORCE 2	MAY 30
GC	TOM CLANCY'S SPLINTER CELL	JUNE 05
XBOX	GROUP S CHALLENGE	JUNE 6
GC, XB, PS2	WAKEBOARDING UNLEASHED	JUNE 6
XBOX	EVIL DEAD: FISTFUL OF BOOMSTICK	JUNE 13

RELEASE DATES SUBJECT TO CHANGE

ZOOM, ZOOM, ZOOM!

F-Zero is travelling *so* fast that it's going to miss its Stateside release date of June 24 by two months.

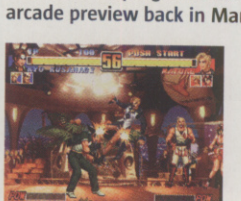
It's not so much the new date of August 25 that's disappointing, but the inevitable knock-on effect this delay will have on the European launch. Chances are we won't now see F-Zero GC on UK shelves until winter 2003 at the earliest. And with gorgeous brain-frying action like this to look forward to, a couple of extra months are going to feel like an eternity for sure. Phooey!

BECOME THE COIN-OP KING!

ENJOY ARCADE HEAVEN FROM THE COMFORT OF YOUR OWN HOME

CVG's mailbag has been fit to bursting since we featured a Supergun in the Virtua Fighter 4 Evolution arcade preview back in March, every letter asking, *"Where can I get one!?"*

In last month's Planet CVG we told you: www.arcadeheaven.co.uk. And now CVG and Arcade Heaven are giving you the chance to win an awesome special edition arcade bundle, including a customised Supergun!



Win King Of Fighters '96, and play any arcade game!

As well as being able to play any arcade game, the winner of this killer comp will bag King Of Fighters '96 and a wicked device that lets you play any Neo Geo game too. Not to mention the modified DC arcade stick and extra joypad, so that you can kick the crap out of your mates. You just need to answer the question below.

■ In what year did the first King Of Fighters game hit the arcades?

Send your answers on a postcard to COIN-OP KING, CVG, 30 Cleveland Street, London W1T 4JD by 7 May 2003.

WIN
CUSTOMISED SUPERGUN, KING OF FIGHTERS '96, ARCADE STICK, PLUS EXTRA PAD. PRICELESS!

NINTENDO GAMECUBE™
www.nintendo.co.uk

The legend continues.

TM and ® are trademarks of Nintendo. © 2002,2003 Nintendo.

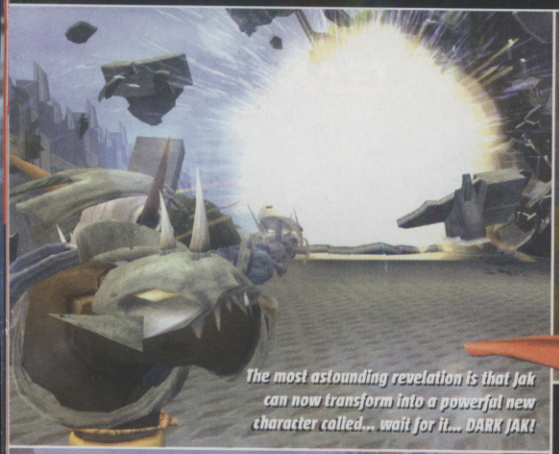
3rd May 2003

THE LEGEND OF ZELDA the Wind Waker

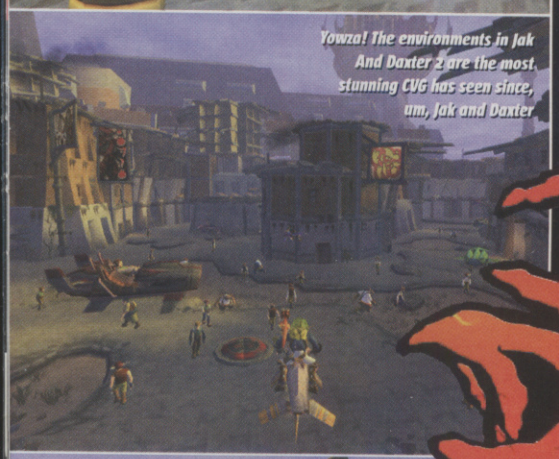
"Perfect. Gaming elevated to the form of fine art. A masterful achievement from the greatest game designer working today." **Gamesmaster** 97%.

"This is why we play Nintendo. The Wind Waker is an utter delight for both the mind and the senses to wallow in." **NGC** 96%.

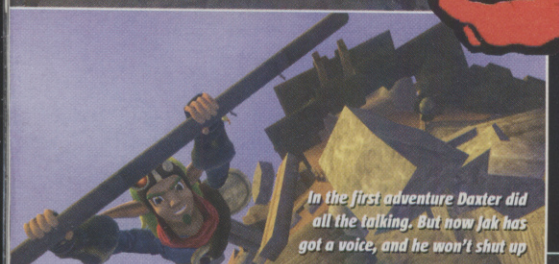
"GameCube's crowning glory is one of the finest video games ever created." **NOM** 10/10.



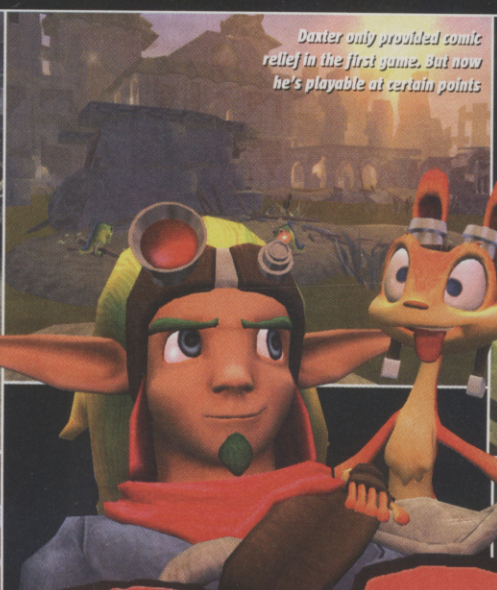
The most astounding revelation is that Jak can now transform into a powerful new character called... wait for it... DARK JAK!



Yowza! The environments in Jak And Daxter 2 are the most stunning CVG has seen since, um, Jak and Daxter



In the first adventure Daxter did all the talking. But now Jak has got a voice, and he won't shut up



Daxter only provided comic relief in the first game. But now he's playable at certain points

Jak's got a whole load of mental new moves at his disposal this time round

Hone your skills and muck about with all your wicked new toys in the kooky shooting range

JAK AND DAXTER 2

NEXT MONTH
First in-depth UK playtest. Only in CVG!

SCREENSHOT EXPLOSION: WORLD'S FIRST IMAGES

Daxter's back and he's been working out. Just look at those pecs!

CVG CHAMP RETAINS CROWN

CVG's Pro Evolution Soccer 2 king David Sefah beat off stiff competition from PES hotshots to keep his crown during the PES2 Champion's Tour last month.

Our expert took on 30 Pro Evo wannabes in Manchester and Walthamstow, as they each desperately fought to win a crisp £50 note. But in the end it was David who was laughing all the way to the bank as he beat all but four pretenders – a success rate of 87 per cent! Is there no stopping this boy? Find out when we bring you more news of new Pro Evo events soon.

LIVE THE FANTASY

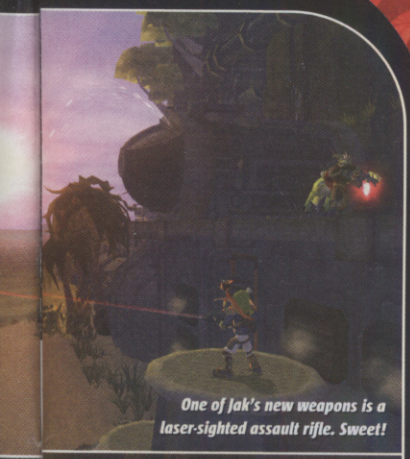
PS2 AND FIVE COPIES OF FINAL FANTASY ORIGINS UP FOR GRABS

You don't need to be a master conjurer to make a PS2 and copy of Final Fantasy Origins magically appear on your doorstep. This awesome prize could be yours for the mere cost of a stamp and a quick jaunt down to the post box.

All you have to do is send us the correct answer to this Final Fantasy-related head-scratcher. The first name pulled out of CVG's wizard's hat will win the star prize, with four lucky runners-up each landing a copy of the game.

■ **Name the beloved fluffy pink pom-pom wearing creatures that have appeared in many of the Final Fantasy adventures**

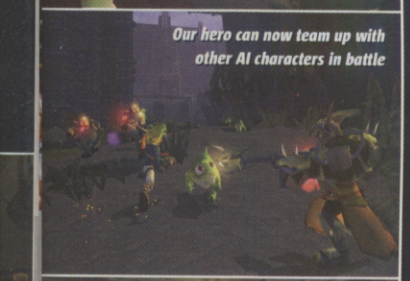
Send your entries on a postcard to LIVE THE FANTASY COMPETITION, CVG, 30 Cleveland Street, London W1T 4JD. (Deadline for entries 7 May 2003.)



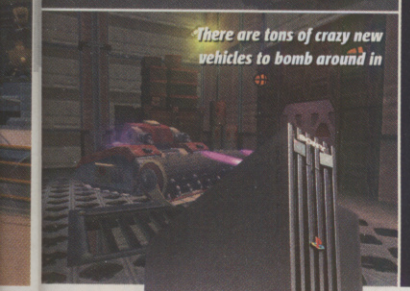
One of Jak's new weapons is a laser-sighted assault rifle. Sweet!

Transform into Dark Jak and you become invincible

Jak stops to have a quick chat with a bloke shaped like a nut sack



Our hero can now team up with other AI characters in battle



There are tons of crazy new vehicles to bomb around in

WIN PLAYSTATION 2 AND FINAL FANTASY ORIGINS!

Step into a world of retro RPG wonderment

AMPED 2 GOES LIVE

XBOX'S X-TREME STUNNER IS ONLINE AND OFF PISTE

FIRST LOOK!

Challenge boarders from across the globe

New real-life locations and stunning slopes

There's many a tasty new move to master

Hit the half-pipe lip and take to the skies

CHRONIC ADVENTURE-ITIS

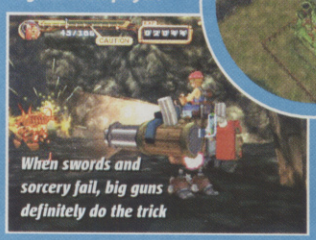
Call the men in white coats – PS2's most schizophrenic action game has spawned a sequel. Half Zelda-influenced epic role-playing quest, half Sim City-style town construction game, this shiny new sequel to Dark Cloud is going to test your gaming sanity.

Over 100 hours of gameplay are promised as you trek through randomly generated dungeons collecting the sealed fragments of the world, then taking these shards and rebuilding the towns, their contents and the citizens, as you see fit. The first game was mostly good, only let down by a few silly gameplay niggles, so here's hoping Dark Chronicle improves on these as much as it has done on the visuals front – see below!

The biggest boss ever to grace a role-player?

Rescue the jigsaw puzzle town pieces and make it all fit together

New to DC are these ace robot buddies you can ride



When swords and sorcery fail, big guns definitely do the trick

This lass is clearly no friend of the Earth

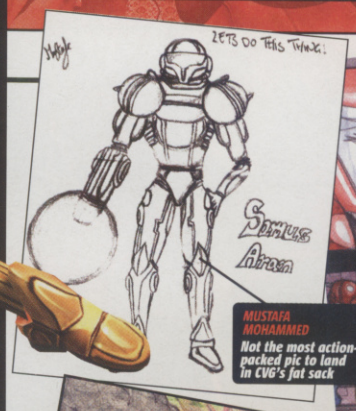
METROID FANS MAKE A SCENE

CVG HQ DROWNED IN SEA OF SCI-FI DRAWINGS!

A couple of months ago CVG asked you to draw a scene from the upcoming Metroid movie to be in with a shot of winning a copy of the GameCube sci-fi masterpiece.

Remember in Harry Potter when letters start blasting out of the fireplace? Well, something similar has been occurring over the past month at CVG HQ, as we've been hit with all your amazing Metroid Prime entries. We don't have a chimney but we do have extremely fat sacks, bursting at the seams with your juicy drawings.

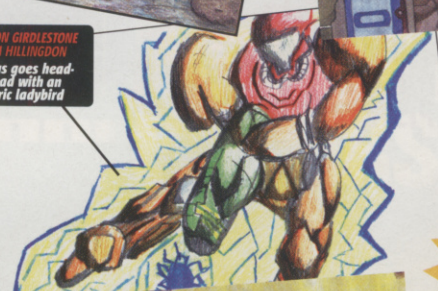
After wading through at least a gazillion drawings and spending a week without sleep, team CVG finally managed to fish out and agree on three winners. To anyone who entered and didn't win, give yourself a big ol' slap on the back, because all of the entries were brilliant. Except for one featuring a wonky pencil-drawn circle with an arrow pointing at it reading 'Morph Ball'. You know who you are, and we've popped a few hamster droppings in the post to you for your cack effort.



MUSTAFA MOHAMMED
Not the most action-packed pic to land in CVG's fat sack

WINNER
LUKE HALL FROM ESSEX
THIS GIANT METROID PIC HAD TO BE AIR-LIFTED INTO CVG HQ BECAUSE IT WAS SO BLOOMIN' BIG!

DANIEL RADCLIFFE FROM MACCLESFIELD
This dramatic scene sees Samus rolling down a hill. WOW!



AARON GIRDLESTONE FROM HILLINGDON
Samus goes head-to-head with an electric ladybird

WINNER
LEVI DAVIS FROM CROYDON
A PROPER SCENE FROM A MOVIE! THANK DE LAWD! YOUR COPY OF METROID PRIME IS IN POST

SIMON GRIFFITHS FROM MUSSELBURGH
Samus heroically steps out of her flying peanut

ROBERT STUART FROM BRIGHTON
Poor Rob had his crayons stolen by aliens! Or so he says

ANDREW SHILLING FROM DUBLIN
Metroid's heroine gets trapped in a block of concrete

WHAT'S YOUR TYPE?

R-Type's our type... of shoot 'em up, that is. The awesome side-scrolling series that originally gained fame in the arcades way back in the late '80s, then later on SNES, GB and PSone, is coming to PS2!

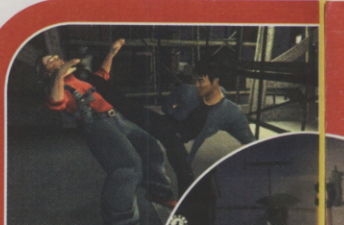
Just like Konami's forthcoming laser-fest Gradius V, R-Type Final is a side-scrolling blaster, but all the visuals are made up of marvellous 3D models. With over 50 ships to choose from and insane levels with hideously intimidating and deliciously designed end-of-level bosses, R-Type Final will provide one fat slice of trigger-happy fun pie to frenzied arcade-shooter fans. Yum yum!

It's not yet been confirmed if or when R-Type Final will land on European soil, but it'll be hitting Japanese stores this May.

Customise your ship. Make it look amazing and then trash it in the deadly sci-fi skies of R-Type Final

You'll encounter massive old skool boss characters at the end of every level. Moving with the times then!

The action won't melt your brain like Ikaruga does, but there's still never enough time to blink



Anyone with turn-ups that big deserves a kicking

Expect spectacular Hollywood set pieces

MOBILE PHONES AT £3 EACH. VISIT WWW.EIDOSMOBILE.CO.UK

IN JAPAN. THE RED HOT RPG HITS SHELVES ON 18 JULY 2003

CATCH UP ON WHAT'S RED HOT IN JAPAN!

WIN XBOX LIVE

Walk away with an Xbox and a year's free online play!

HARVEST MOON AND STAR OCEAN 3

TWO NEW GTA GAMES!

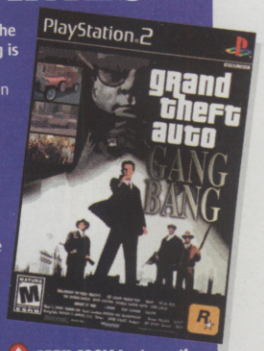
Gotcha! In last month's Planet CVG we announced the sequel to the runaway worldwide success Vice City. However, GTA 4: Gang Bang is NOT coming to PS2 on 1 April. It was an April fool's joke, see?

But just as we're messing around with what we'd *like* to see in the next GTA, CVG receives inside information on the *real* Grand Theft Auto 4 for the next wave of consoles!

We all already knew that Rockstar North is currently working on a Vice City follow-up for PS2, intended for release in the UK in around 18 months' time – now rumoured to be set in San Andreas. But news that an all-new GTA game is currently in development for the next wave of consoles has caused riotous levels of excitement in CVG headquarters. Pete got so agitated he started swinging an old Xbox pad around his head and accidentally hit the tea lady in the jaw with the turkey-sized controller, rendering the poor old dear unconscious. Get well soon, Doris, from all at CVG!

An anonymous inside source/blabber-mouth reported to CVG that: "GTA 4 is being designed now by a team of five." We were also told it would be completely different to the GTA 3 games. "The designers have basically looked at what they want to do and realised they cannot do it with current technology, so they're building it from scratch." Ooo!

PlayStation 3 is hotly tipped to be the place where Grand Theft Auto 4 will perform its debut. Given that Sony's next machine is slated for 2005, it shouldn't be *too* long before we're cracking skulls aplenty in super-crisp next-next gen gorgeousness. We say: "Hooray!"



APRIL FOOL! Last month CVG mocked up this box art just to getchya. Did we, eh?

DEVASTATION

RESISTANCE BREEDS REVOLUTION

POWERED BY THE UNREAL ENGINE NEXT GENERATION

www.DevastationGame.co.uk

NOVALOGIC

Devastation™ © 2003 ARUSH Entertainment and Groove media. The NovaLogic logo is a trademark of NovaLogic, Inc.

JET-PROPELLED PS2

Hopefully all your enemies won't be skinny little tank top-wearing runts

His hands are faster than lightning and a kick from one of his muscle-packed legs could knock your head off. No, not David Brent from The Office when he does *that* dance. Kung Fu legend Jet Li, of course. Duh!

The Martial Arts mentalist is having his chop socky skills injected into a deadly beat 'em up adventure on PS2. Jet Li: Rise To Honor is expected on US shelves this autumn, and although the game hasn't officially been confirmed for Europe yet, inside sources claim that Li's feet of flames will be acting out their merry dance of death on PAL PS2s before the end of the year. Take a gander at these new shots to see what all the fuss is about.

STOP PRESS GT4 ISN'T THE ONLY GRAN TURISMO GAME ON THE HORIZON. GT MICRA IS ALSO ON ITS WAY. DON'T GET EXCITED A UBI SOFT SPOKESPERSON RECENTLY MADE A BOO-BOO BY ACCIDENTALLY LETTING NEWS SLIP THAT RAYMAN 4

WIN A YEAR'S XBOX LIVE GAMING

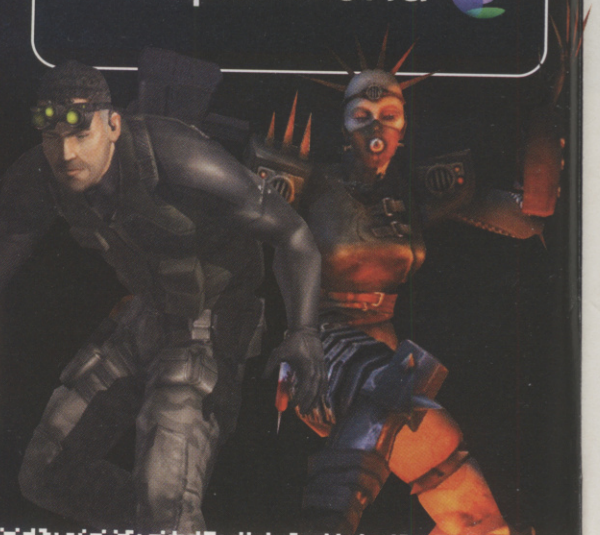
Vaporise Billy from Birmingham with a rocket-launcher, knock Jim from Cornwall off his power bike at 220mph and destroy a city with Chloe and Lisa from Aberdeen – all in the same evening! We have teamed up with BT Openworld and Xbox to give two lucky readers the chance to win the ultimate online gaming experience.

Xbox Live launched in the UK on March 14, sending shock waves of excitement into living rooms nationwide. And now it's your chance to get in on the action for free!

We've got two amazing bundles to give away courtesy of BT Openworld and Xbox. The lucky winners will each walk away with an Xbox console, Xbox Live kit, a router (the gadget that hooks your Xbox with your broadband), plus one-year's free subscription to BT Openworld broadband. That's a total prize value of over £650!

All you've got to do to be in with a chance of bagging this blinding prize is take a look at the four screenshots below and identify each of the Xbox games. We've let our crazy designers out of their cages to do wacky arty things to each pic and make things a teensy bit harder. If it's too tough for you, don't worry because we've written a clue below each one. So don't peek if you don't wanna cheat!

BTopenworld



The star of this slick sneak 'em up could teach Snake a trick or two

Slip into a tight leather jumpsuit and experience heaven on two wheels

Battle your way through Tom Clancy's spooky squad-based army adventure

Blanka and the gang take on the King Of Fighters crew for the second time

WIN THE LOT-NOW!

If you reckon you can name all four games, fill out this coupon or write them in order on a postcard and send them before Wednesday 7 May 2003 to:

BT OPENWORLD/XBOX COMPO, CVG, 30 Cleveland Street, London, W1T 4JD

SCREENSHOT 1
- ❑ A .....Mech Assault
- ❑ B .....Splinter Cell
- ❑ C .....Halo
- ❑ D .....Steel Battalion

SCREENSHOT 2
- ❑ A .....Moto GP
- ❑ B .....Quantum Redshift
- ❑ C .....Project Gotham Racing
- ❑ D .....Cel Damage

SCREENSHOT 3
- ❑ A .....Unreal Championship
- ❑ B .....Conflict Desert Storm
- ❑ C .....Tom Clancy's Ghost Recon
- ❑ D .....James Bond 007 Nightfire

SCREENSHOT 4
- ❑ A .....Dead Or Alive 3
- ❑ B .....Mortal Kombat
- ❑ C .....Capcom Vs Snk 2 EO
- ❑ D .....Barbarian

Enter your details below

Title:
Forename:
Surname:
Address:

Postcode:
Daytime tel no:
Email:

IMPORTANT: No more than one entry per household. Please tick here if you do not wish to receive by mail further special offers from companies other than Dennis Publishing Ltd OR if you are under 18 years of age. ❑ Please tick here if you do not wish to receive occasional emails about carefully chosen products or services from companies other than Dennis Publishing Ltd. ❑ Please tick here if you are a current subscriber. ❑

TERMS AND CONDITIONS: Only entries with all of the questions completed correctly and received before **7 May 2003** will be entered into the prize draw. Winners will be notified by post, so don't phone. No cash alternatives. Prizes not necessarily as shown. No correspondence will be entered into. The editor's decision is final. And when it comes to deciding, nobody decides like 'Decisive Al'. All the other usual competition rules, conditions and restrictions apply.

YOU REAP WHAT YOU SOW

SO YOU WANNA BE A FARMER? HERE ARE A COUPLE OF ACRES

Fed up with city life – being shoved off pavements by fat American tourists, nose stuffed full of black bogeys from all that nasty pollution? It could be time to move to the country and get back to basics.

Buy a plot of land, sow some seeds, feed a few animals and live the simple life. Sounds a breeze, doesn't it? Think again! You've clearly never played a Harvest Moon game, have you? *Have you?!*

Being a farmer in the old GBC game was tough. Ubi Soft's forthcoming sequels, Harvest Moon: A Wonderful Life for Cube and Friends Of Mineral Town for GBA, promise to continue the harsh tradition. Don't be fooled by the cutesy looks.

Relax to the sound of your missus tinkling the ivories after a hard day's graft

A bit of tlc never goes amiss. The more you stroke the cow, the more milk she'll produce

Coping with crop blight, typhoons and pneumonia are only a few of the miseries that face you as a farmer in Harvest Moon. There are rewards for all the hard graft you put in, but you'll have to work like a bleedin' workhorse to see the fruits of your hard labour. Plus you've got the added headaches of wooing a wife and then raising kids.

The GameCube version will include over 40 new characters to interact with, and you can move between the GC and GBA towns once you hook your consoles together via the link cable.

Like the sound of the rural life? You'll be able to get your green fingers on both games this October... as long as the rabbits don't get them first. Little buggers!

They're ripe! They're ripe! Pick them all quick before they go bad!

Partake in a horse race in the GBA version. Why? Who cares, beats cleaning up pig poo!

MR LUVVA LUVVA, MMM...

First released on the Japanese Saturn back in 1996, Sega's Sakura Wars went on to spawn a tidal wave of spin-offs including movies, CDs and numerous sequels.

The game combines love simulation elements in which you seek the hearts of animé theatrical performers (most famously, its namesake Shinguji Sakura) with strategy battles in which you lead those very girls against demons who have invaded Tokyo.

This PS2 remake is a major overhaul, with full-screen animation and 3D battles. Above all else, the series' unmatched production values are now even higher. Sadly, though, a UK release for this is looking very doubtful at present.

Make the girls happy and they'll perform well in battle

Among other changes, battles have been given a 3D facelift and are looking very nice

A STAR IS BORN

Final Fantasy and Dragon Quest may be the top role-players in Japan, but just behind them is Enix's Star Ocean. The third instalment in the series, Star Ocean 3: Till The End Of Time, has just hit the streets of Tokyo. CVG's taken a look and is already hooked.

The game's story line is centred on interstellar travel between alien worlds, but developer Tri Ace has also put together a fast action-orientated battle system in which you move your characters around in real time. The usual magic, skills, swords and shields are in there as well, but everything has been handled with a fresh approach. An international release is almost guaranteed, but the burning question at the moment is when? We'll let you know as soon as a date is confirmed.

We want scenes like this in English!

Believe us, you've never fought in a role-player battle quite like this before

RETURN OF THE PRINCE

The Prince Of Persia series stole the hearts, minds and social lives of gamers back in the late '80s and early '90s with its ultra-addictive hardcore platform puzzling action. And now its returning to do it all over again.

Today's gamers are set for something a bit special when Prince Of Persia: Sands Of Time leaps onto PS2, Xbox, GC and PC on 4 December 2003, because the team who brought us Splinter Cell is creating it! Whether this means that the series will now involve stealth tactics like crawling under Persian rugs and sneaking behind dusty old urns is still to be revealed. Stay tuned to Planet CVG over the next few months for all the latest.

The palace: exotic, mysterious and beautiful, but riddled with deadly puzzles and booby traps

Look at all those shadows! With the Splinter Cell team at the helm stealthy action is on the cards

RUMBLE IN THE JUNGLE

EA'S TAKING WORLD WAR II INTO THE PACIFIC

MEDAL OF HONOR RISING SUN

More good news is that PS2 Rising Sun gets the multiplayer head-to-headers that were in Xbox Frontline, and a full co-op mode!

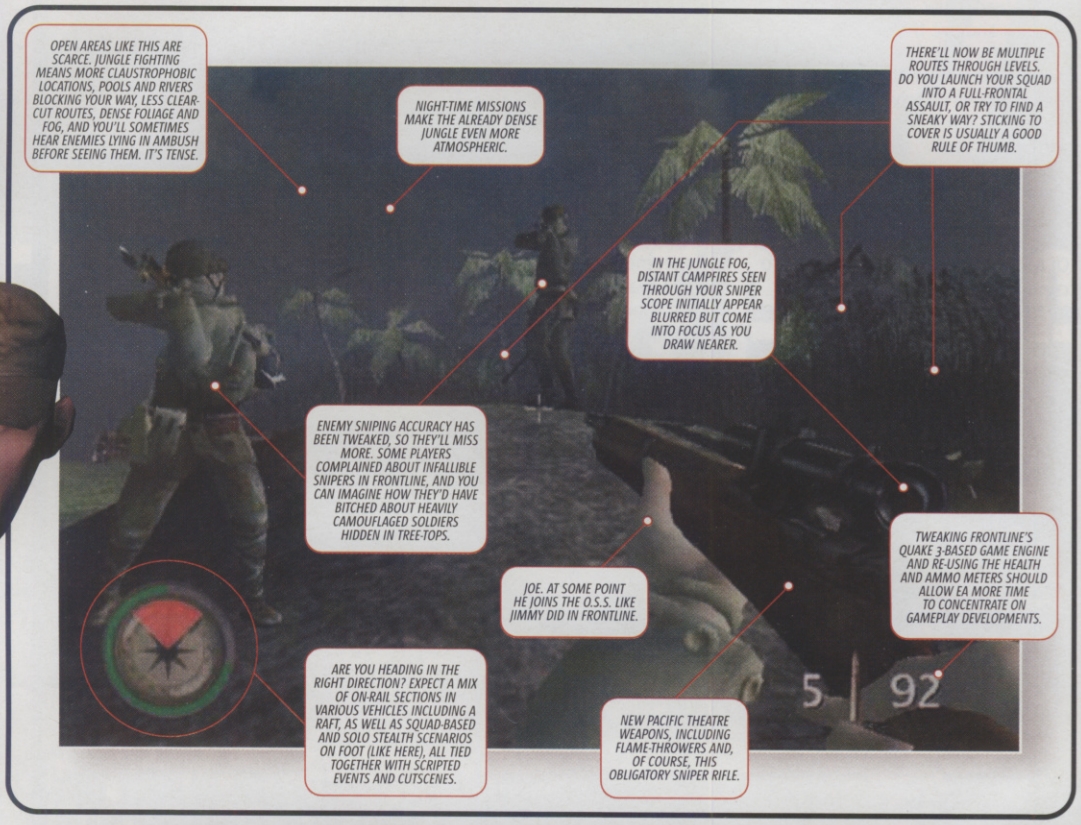
Aw, pwetty moonlight. Now, kill them both

Never knowingly underplaying its hand, EA has announced a whopping *five* new Medal Of Honor games, hot on the heels of last year's successes with Frontline, Allied Assault and Spearhead.

The second game to release, Rising Sun on PS2, Xbox and GameCube, is already in production and Sergeant CVG has ordered a parade of screenshots and facts for you to inspect.

ATTENNNN-SHUN!

You play US Marine Corporal Joe Griffin, and you'll find yourself neck-deep in action, first during the surprise Japanese attack at Pearl Harbor, then Guadalcanal and The Philippines before attempting to rescue your brother from a POW camp.



WHO GETS WHAT AND WHEN?

HERE'S HOW THE FIVE NEW GAMES BREAK DOWN...

■ By the end of this year, PS2, Xbox and GameCube will get Rising Sun, effectively the first instalment of a linked story, with the second chapter to come by Christmas 2004. Some scenarios and locations will overlap with those in the PC titles.

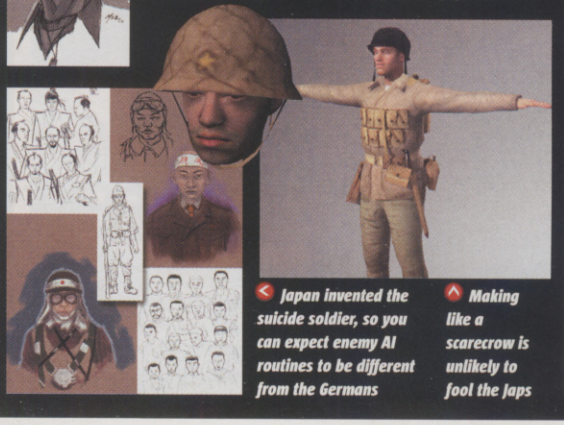
■ Early in 2004, PC players will get their own title, Pacific Assault. Also set during the Japanese conflict, some of the locations and events overlap, plus there's a full sequel to follow, we reckon in late 2005. Cool features being considered include rescuing injured squad members so a medic can heal them, plus control of your own squad in multiplayer

■ And if all that just seems too far off, an expansion pack for PC's Allied Assault should be with us this summer, set in Italy and North Africa. As per Spearhead, the new weapons and skins should be backwards-compatible

FACES OF WAR

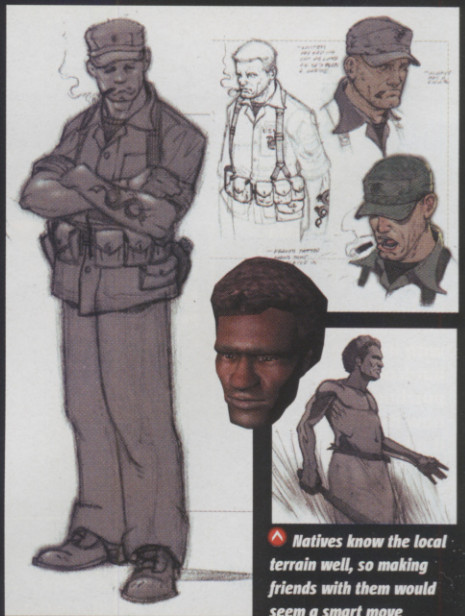
Will Rising Sun let you see Joe's face in-game so you can see how the war changes his looks, like they're planning for Pacific Assault?

Gunnery Sergeant Jack Lawton, one of several side-kicks Joe teams up with, including a British agent. Jolly good show



Japan invented the suicide soldier, so you can expect enemy AI routines to be different from the Germans

Making like a scarecrow is unlikely to fool the Japs



Natives know the local terrain well, so making friends with them would seem a smart move

During night missions muzzle flashes light up the jungle and draw fire like flies to a turd

While EA is sticking broadly to the formula that made earlier games so popular, it's not resting on its laurels either. Besides the different challenges that jungle warfare presents (like poor visibility and well camouflaged enemies), some cool new features have already been revealed.

One we're particular excited about is a Halo-style co-op mode that lets you play all 10 of the single-player missions split-screen with a mate – something that's notably missing from Frontline. Done properly, levels can play very differently when you've got more than just your AI squad to back you up. We can't wait.

Like in the real conflict, expect enemy troops to pop up all over the place, including tree-tops

LEAF IT OUT

One of Rising Sun's more interesting developments is the branching gameplay.

Now we're not talking Deus Ex-style choices that have a major effect on the plot. It's more along the lines of different ways to progress through levels, both in terms of actual route and method, adding more replay value and rewarding players for different styles of play. One element of this is the so-called 'morality' choices – situations you can totally ignore but may be beneficial if you don't.

For example, taking out Japanese troops holding a native hostage may lead to reinforcements that make your mission harder, but succeed and the rescued man shows you a shortcut. Should be cool – although not everyone likes to play nice!

Like the term 'military intelligence', 'Pacific War' doesn't actually make a great deal of sense. Another useless fact, courtesy of CVG-O-Vision

REALLY REAL

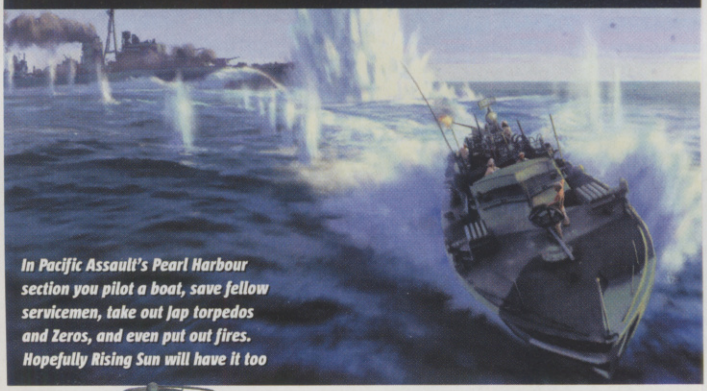
Like earlier MoH games, attention to detail makes the storylines and environments as immersive as possible.

Retired marine captain Dale Dye is again advising on historical accuracy of equipment and scenarios as well the realities of jungle fighting (plus how to scare the hell out of games journalists). All of which should add up to a different fighting experience from the European theatre of war.

The detail! These are sake jugs some greedy Jap officer has stacked in front of his hut

You and your buddies drift through mist past Jap positions, using your sniper rifle to take out troops and trying not to be eaten by crocodiles

The story begins with Joe surviving the chaos of Japan's surprise aerial attack on the US Fleet in Pearl Harbour. Think the good bit of Ben Affleck movie Pearl Harbor and you'll see where EA is going



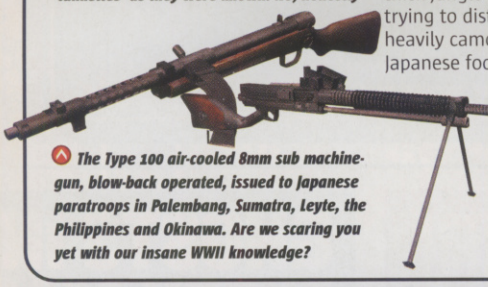
In Pacific Assault's Pearl Harbour section you pilot a boat, save fellow servicemen, take out Jap torpedos and Zeros, and even put out fires. Hopefully Rising Sun will have it too

SOUNDING OFF

You can expect loads of new weapons and vehicles.

Learning the individual rates of fire, accuracy and signature firing sounds could well save your life when you're stumbling through thick jungle during a firefight, trying to distinguish buddies from heavily camouflaged and fanatical Japanese footsoldiers.

Big tanks aren't much use in thick jungle, so Japan used quite a few mini tanks, or 'tankettes' as they were known. No, honestly



The Type 100 air-cooled 8mm sub machine-gun, blow-back operated, issued to Japanese paratroops in Palembang, Sumatra, Leyte, the Philippines and Okinawa. Are we scaring you yet with our insane WWII knowledge?

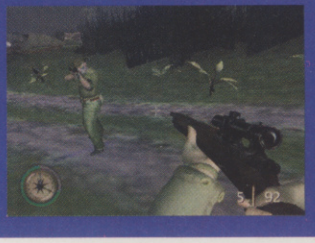
The Type 11 light machinegun, gas-operated, a modified copy of the WWI Hotchkiss. Okay, we're scaring ourselves now. Of course, they're all carefully modelled versions of the real thing

FIRST IMPRESSIONS

Already we can't wait to pull on our jungle boots. But EA's decision to announce five MoH games for the next couple of years both pleases and slightly worries us.

A second Allied Assault X-pack is predictable and fills a hole on PC until Christmas. However, if EA is taking Rising Sun and possibly Pacific Assault down the episodic route, it may make some gamers suspect that MoH could end up in EA's annual update sausage factory, somewhere down the line losing much of its original flavour.

Maybe we're being unnecessarily cautious, but we just don't want to see another great brand get the Devil May Cry 2 treatment.



computer and video GAMES
DENNIS PUBLISHING LTD,
30 CLEVELAND STREET,
LONDON W1T 4JD

WE MAKE THIS MAGAZINE. YOU ENJOY READING IT. SORTED

EDITOR ..... ALEX SIMMONS
DEPUTY EDITOR ..... PETER WALKER
REVIEWS EDITOR ..... LEE SKITTRELL
NEWS EDITOR ..... MIKE COOPER
ART EDITOR ..... JAIME SMITH
SENIOR DESIGNER ..... JENNY MCCOMB
PRODUCTION EDITOR ..... GEORGINA KYRIACOU
CONTRIBUTING EDITOR ..... PAUL DAVIES

ART DIRECTOR ..... PHIL CLARK
ONLINE EDITOR ..... GARETH RAMSAY
ONLINE NEWS EDITOR ..... JOHNNY MINKLEY

CONTRIBUTORS
(WORDS) BARNY ZOELLER, MAURA SUTTON, ALEX HUHTALA, PAUL PRESLEY, ANOOP GANTAYAT, DAVE MCCOMB, RHIANNA PRATCHETT, PAUL ANGLIN, STEVE HILL
(SUBBING) GILES ANDERSON
(DESIGN) MIKE NEWSON
(ILLUSTRATION) TEAM ARTONOMY

■ **CVG EDITORIAL** 020 7907 6565 (FAX: 6566)
■ **EXISTING SUBSCRIBER ENQUIRIES**
01454 642443 OR CVG@CISUBS.CO.UK
■ **ONLINE SUBSCRIBER SERVICE**
WWW.SUBSINFO.CO.UK
■ **PRODUCTION EXECUTIVE**
STUART SLADE 020 7907 6054
■ **SENIOR PRODUCTION EXECUTIVE**
KERRY LAMBIRD 020 7907 6056
■ **PUBLISHER**
TARA LEATHERS 020 7907 6508

■ **GROUP SALES DIRECTOR**
IAN WESTWOOD
■ **ADVERTISING DIRECTOR**
JOHN GAREWAL 020 7907 6008
■ **GAMES GROUP ADVERTISING MANAGER**
MANDY HEWITT 020 7907 6670
■ **PROMOTIONS MANAGER**
EMILY FORD 020 7907 6672
■ **SENIOR SALES EXECUTIVE**
JONATHAN BOAKES 020 7907 6673
■ **CLASSIFIED SALES EXECUTIVE**
BEN BROWN 020 7907 6684
■ **GROUP PRODUCTION MANAGER**
SIMON MAGGS 020 7907 6051
■ **LIST RENTAL EXECUTIVE**
NERYS CHURCH 020 7907 6140
■ **DIRECT MARKETING DIRECTOR**
JULIAN THORNE
■ **NEWSTRADE MANAGER**
FRZANA REHMAN 020 7907 6148
■ **GROUP PUBLISHER**
DUNCAN TICKELL 020 7907 6352
FINANCIAL DIRECTOR
IAN LEGGETT
GROUP MANAGING DIRECTOR
ALISTAIR RAMSAY
CHAIRMAN
FELIX DENNIS

IMPORT GAMES SUPPLIED BY

RAVEN GAMES LONDON
TEL: 020 8663 6822
EMAIL: INFO@RAVENGAMES.CO.UK

Dennis PPA

COMPANY REGISTERED IN ENGLAND, NUMBER 1138891.
ENTIRE CONTENTS ©2003 FELDEN PRODUCTIONS.

© COPYRIGHT:
COMPUTER AND VIDEO GAMES 2003
ISBN NO: 0261-3697
Computer And Video Games recognises copyrights and trademarks. We have acknowledged copyright holders. If we have not credited your copyright, we will correct any oversight.

DIE-NASTY FWOARR!

DYNASTY WARRIORS 4 CONFIRMED FOR EUROPE

Good news for gamers who love nothing better than dicing thousands of enemies into bite-sized pieces every time they sit down to play. Koei has confirmed that tactical action series Dynasty Warriors, set during the legendary Three Kingdoms period of ancient Chinese history, will get a June release in Europe.

DW4's features to look forward to include one-on-one duels with enemy officers, a revamped Musou mode, letting you select different generals for each stage, plus an all-new Weapon Experience System and Orbs for poison and elemental attacks. Best sharpen your spears.

MEGA MAYHEM

Bigger than ever: 50 levels spread over 17 maps, with new emerging victory conditions and different events happening as battles unfold

Over 40 playable characters, including all your old favourites. You can now even edit your own officers and bodyguards (up to eight per player!)

HOT MOVES

Zhang Fei pulls off one of the new character-specific special attacks...

...like this 'jump-charge attack'. Others include a 'charge-rush' attack and 'threaten' move

UNDER SIEGE

Here, see a new technique that lets you 'build' giant siege engines such as catapults to dominate the battlefield being demonstrated

CUT-PRICE

DOUBLE DOSE OF BARGAIN GOODNESS

Here at CVG we can never have too much cash. So we'll pucker up and plant a smacker on anyone giving gamers the chance to do what we all love doing but at a reduced price. And this month we'll be promising 'no tongues' to Microsoft and Play It for their new ranges for Xbox and PS2 respectively.

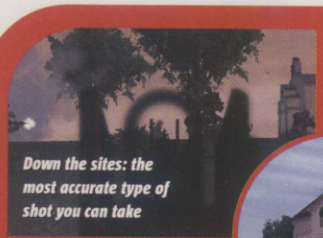
The Xbox Classic Range should be in shops by April 11, and include many of the launch line-up titles and bigger names from the console's first year, though perhaps unsurprisingly a certain sci-fi first-person shooter that's still selling well enough isn't on the list. Prices vary from £19.99 to £29.99.

Especially intriguing is the PS2 range from Play It. Launching in the next few weeks with four titles, and more to follow every couple of months, each should only cost around £10. But this ain't no re-release Platinum type range – all the games are *new* to the UK.

The launch line-up includes Cel Damage Overdrive – not the Xbox game, but a new PS2 title developed by the same guys that until now was unavailable over here. You can expect to see Play It titles, many of which have only been published overseas so far, in mainstream outlets like garages or newsagents, the idea being that we'll buy them on impulse with other purchases. We can see it now: "Bag of Cheese & Onion and a copy of Seek & Destroy, please."

Play It: games never released in the UK before and setting you back only a tenner each!

FLASHPOINT STILL OPERATIONAL



Down the sites: the most accurate type of shot you can take

Fond memories on PC. How we loved running down Soviets... in Soviet jeeps

We've been keeping our eyes peeled, segmented and de-pipped for new intelligence since the Major-General of soldier sims, Operation Flashpoint, was announced for Xbox.

All's been quiet on the Codemasters front for ages, but now CVG's roaming scouts have captured some new screenshots and we're grilling them for clues about what to expect when developer Bohemia unleashes its Cold War classic.

GHOSTS IN EVERY MACHINE

UPDATE

No, it wasn't an April Fool joke. Reports in last month's Planet CVG that Capcom's Ghosts 'N Goblins series was about to go massively multiplayer online were true – and it's even bigger and better than we first suspected.

It seems Ghouls 'N Ghosts Online won't just be on PC, but also on PS2, Xbox and GameCube, and some or all of these versions should be able to connect. It's still pretty early days and, while PC and Xbox have been shown up and running overseas, we're still waiting for confirmation of a European launch.

Gameplay is reportedly action-oriented and the emphasis is on co-operative play, with parties of gamers wandering around huge medieval environments generally vanquishing monsters and improving their character's abilities. Sounds like a hack-and-slash role-player to us. Capcom is also planning another title, online beat 'em up Ghouls 'N Ghosts Match Fight, for more than one console.

PC CD-ROM

THE BARBARIAN CAVALRY CHARGE

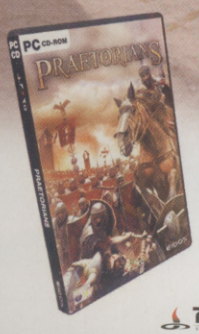
The savage barbarian tribes are undisciplined but terrifying warriors. The Germanic cavalry units can move rapidly across rough terrain as they chase down the enemy. Targetting any slow moving infantry, they lower their lances and charge with devastating results.

THE ROMAN TURTLE FORMATION

Well organised and perfectly drilled on the battlefield, the Roman legions have conquered huge areas of the known world. Through rigorous training and numerous battles the Legionaires work as a team to defend themselves, locking their shields together in a turtle formation and making themselves almost immune to arrows and light missiles.

THE EGYPTIAN MIRAGE

Driven by the divine presence of their Pharoah, the fanatical Egyptians are a powerful force on the battlefield. The Pharoah's Officials have the ability to make their forces appear to grow in number. Sapping enemy morale, lesser Generals have even fled in panic when faced with these mirages, believing there to be even more fearsome Egyptian warriors than is actually the case.



PC ZONE ESSENTIAL

"Pacy, intuitive... there is much to enjoy here."

For the glory of the Empire

PRAETORIANS

WWW.PRAETORIANSGAME.COM

From the makers of the COMMANDOS series

PYRO STUDIOS

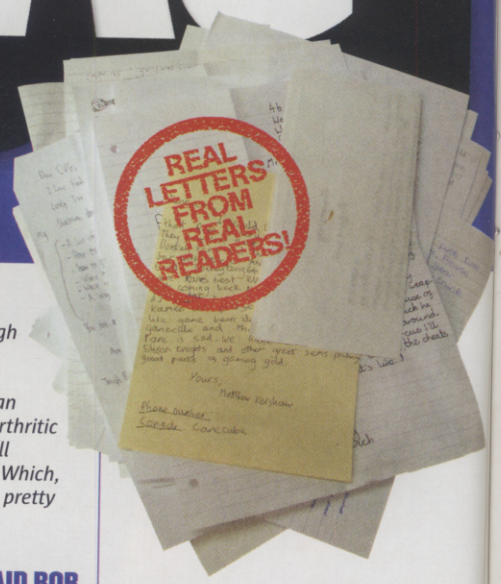
Praetorians © Pyro Studios S.L. 2003. Published by Eidos Interactive Limited 2003. Praetorians is a registered trademark of Pyro Studios 99 S.L. Eidos, Eidos Interactive and the Eidos Interactive logo are trademarks of the Eidos Group of companies. All Rights Reserved.

EIDOS INTERACTIVE

If Xbox is now Live, does that mean it was Dead?

MAILBAG

Send your rantings and ravings (or a letter) to: Mailbag, CVG, Dennis Publishing, 30 Cleveland Street, London W1T 4JD. Or email us at mailbag.cvg@dennis.co.uk



TIME ON OUR HANDS

I recently wrote a review of mortal kombat, and i was hoping if i sent it to your magazine you could give an aspiring journalist some constructive criticism on how to improve my work. Thanks for your time.

Simon

CVG *Here at CVG we only need to spend one hour each issue actually putting the mag together. The rest of the time we're free to complete our community service orders by helping out in English classes at schools. Need help understanding metaphysics and the 18th Century Romantic literature movement? Having problems spelling a particularly long word? Ask CVG. For a small fee, we'll also write your history essays for you. Is that criticism constructive enough or would you rather we just pointed out that you need to use capital letters properly?*

CVG's English for Beginners course

LIFE SENTENCE

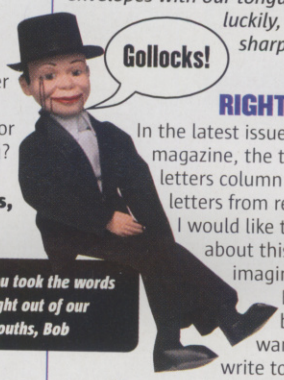
In your competitions you always ask people to send in their entries on a postcard. Do you mean an actual postcard because I don't have any of those. Can't I just send it to you on a bit of paper in an envelope or something?

Matt Hodgkiss, Kent

The little blighters are hard to spot

CVG *It absolutely, positively has to be a postcard, and it has to have a picture of a Saharan penguin on it – photographed by yourself. We suggest you get packing now as it could take a while to find one. We'd ask you to send us a postcard only you'd probably send us a letter asking us if we meant a postcard or a letter. Besides, there aren't too many Post Offices where you're going.*

Meanwhile, for those sane readers who are bored enough to actually give a damn, we ask for postcards because decades of joypad abuse mean our fingers have fused into arthritic lumps, so we have to open all envelopes with our tongues. Which, luckily, are pretty sharp.



You took the words right out of our mouths, Bob

RIGHT SAID BOB

In the latest issue of the magazine, the top of the letters column reads "Real letters from real readers!" I would like to complain about this. My imaginary friend Bob has been wanting to write to CVG for some time now, but when he saw this "Real readers!" part, he was physically ill. How can you discriminate against the imaginary? There should be a law against it. Anyway, I have another question. Bob also says that over-exposure to videogames can make you go a bit mad. Is this true?

Egonga

CVG *Nice move, Egonga. If you use a pen name, you don't then give the game away by revealing your real name and address in the same email. But don't worry, Paul Rockliffe from Merseyside, you're not mad. You have an imaginary friend because you don't have any real ones.*

Incidentally, are you the same Egonga listed on the Losers' Union website (www.geocities.com/losers union2002/classic_tan.html) or is that your imaginary twin?

Game of the Month heroine and Kubla Khan's sister, Samus

A REAL PEN NAME

There's this wonderful guy on eBay right now selling brand new GBA games for about half the UK retail price. It's fantastic, I bought *[litany of amazing bargains culminating in giving this guy's eBay user name and website]*... Superb!

Jack Rowan

CVG *Of course it is, 'Jack'. Let us guess, in an amazing coincidence, when you're not emailing us, you also sell new GBA games on eBay, right? See how this pen name thing works, Egonga?*

GUILTY AS CHARGED

Can I ask why no game was nominated for the 'Game of the Month' award last issue? I take it it probably was either The Legend Of Zelda (GBA) or Metroid Prime (GC)...! Oh, great mag, by the way.

Michael, North London

CVG *This is the point where we could give you some spiel on how it was such a tough call, etc. etc., but the truth is, Michael, we were so busy writing your dissertation on how Coleridge defeated Kubla Khan at the Battle Of Genghis in Essex that we forgot (hope you got good marks, by the way).*

So here we are: last issue's Game Of The Month was.... (drum roll)... Metroid Prime. Better late than never, as they say.

CVG cannot allow plugs in the mag. Unless you bribe us

CVG STINKER

LEAP OF FAITH

I knew they would do it. It's an absolute classic how Nintendo sleekly undercut the compo for the online race. They blatantly planned the quick low-key launch all along. In the games shops? Not a trace of 'The big N goes online with PSO' hype. PSO just quietly sat there on the shelves. Nintendo has only launched it with one game (albeit a very good one) so it's necessary for them to keep quite. The Ninty officials are probably at breaking point with anxiety anyway, hoping that huge sales do the talking. Or shouting rather. Who said Nintendo's against going online?

Zaid

Erm, perhaps there's no hype about online Cube in many game shops because for many customers PSO isn't online yet. Why? Because one of the biggest games chains in the UK, GAME, is selling PSO software but has declined to stock Cube modems. Why? Because Nintendo and Sega were so 'low-key' they hadn't proved to GAME that it all works. Until then, no modems stocked in GAME.

Cube modem: now you see it, now...

DANGER! It's a crimson head zombie! Crikey

STAR LETTER

ZERO FOR EXTRAS

Resident Evil games need to give better features for completing the game. What use is a new costume? And the weapons are mostly boring.

What it needs is audio commentary from Steve Irwin, Crocodile Hunter! You'd walk into a room and an Australian voice would say, "Corr blimey, there's a rotten smell in 'ere," and then: "DANGER! DANGER! It's a crimson head zombie! One bite from this geezer and you're a gonner!" Wouldn't that be more interesting than a different outfit?

Captain Voodoo

JOYTECH

Each month's star letter-writer gets a bundle of quality peripherals from JOYTECH, so make sure you mark your name and address clearly.

WINNER

CONSTIPATED CACK

Where's Cackman? I haven't seen him since Issue 257...

Ms Cackman

CVG *Our malicious yellow pustule of gaming bile fancied a holiday in the Caribbean, so he did a runner. But they don't like filth on the beaches there, so he was deported back here, and he's currently shackled to a desk in the basement finishing his column. Feel free to come and collect him next week some time.*

Beautiful clean beaches... until Cackman arrived

WANTON POOP

Hiiiiiiiiiiiiii
iiiiiiiiiiiiiiiii iiiiiiii
iiiiiiiiiiiiiiiii iiiiiiii
iiiiiiiiiiiiiiiiiiiiiiiiiii I
Lovvvvv
vvvvvvvvvvvv
vvvvvv
eeeeeeeeeeeeee
eeeeeeeeeeeeeeeee
your magazine. It's the best, so send about 50 games. Thanks.

A Clarke

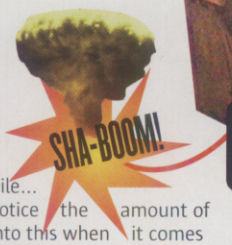
CVG *You want us to give you 50 games? Why not? And while you're at it, why don't you come around to our homes, eat all our food, watch our movies, listen to our CDs and generally make yourself at home, before taking the best bits of our games collections? Incidentally, we're all moving to the US, where it's legal to shoot trespassers.*

Bill and his Halo. What an angel

PS Your uncle will tell you a real picture of a real PS3 is worth a damn sight more than £40. But the latest mocked-up picture of a fake PS3 is worth diddly.

CEL-SHADING FROM THE SUN

Cel-shading has been around a while... I hope you notice the amount of work gone into this when it comes to choosing whether or not to put it in your mag.



Matt Hodgkiss, Kent

CVG *CVG's subbing magician Georgie 'Blaine' Kyriacou can make 300 words of guff just disappear into thin air. But just how this guy found a phone socket in all those sand dunes, we'll never know.*

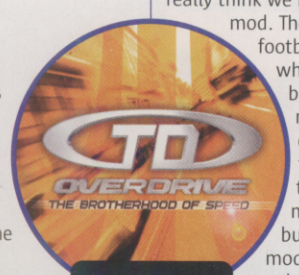
£40 FOR PLAYSTATION 3

My uncle makes games for Infogrames. He made Test Drive Overdrive. What rating did you give it? If you look closely enough on one of the posters in the game you can see my uncle with a guitar.

PS For some money I can give you a picture of the PS3! £40, to be exact.

Tiff

CVG *We hereby apologise to all readers who have been forced to show some initiative and look at the bottom of every page of every issue to find the address for our website, and for making them spend 30 seconds browsing said website, looking for old issue reviews and scores. Clearly this is not acceptable, as Tiff was unable to discover for herself that TD Overdrive got 7/10. We're currently working on uploading each issue directly into readers' brains so they don't have to waste time on old-fashioned 'reading'.*



Solved! A dull, guitar-related mystery!

FOOTING THE BILL

In Mailbags of the past and present, I've seen Bill Gates suffer abuse from many a reader. I don't understand why, though. He has done loads of good charity work and has donated huge sums of money to those in need. So what if he is rich? I ask you this: don't judge by numbers, judge by actions.

Adam Smith

CVG *Smith, eh? Of course you are. You've got nothing to be ashamed of, so no need to hide behind fake names.*

Every reader's letter is edited with care and respect

JUST STOP IT

Could you please tell me what you gave Morrowind on PC? I sort of missed it but it seemed to cause more than a stir on the PC during its release.

Zaid

CVG *Pah. We give up.*

MOD SQUAD

I don't know if you guys at CVG are into Half-Life and its mods, but what I really think we need is a football HL mod. The closest thing to a football mod is Kanonball, which is not very popular because the makers need a coder. But it takes the mick when there are rally mods and suchlike but no football mods. One of the most popular sports in the world could be the most popular mod in the world. Think about it, football is a team-based game, so it would be a perfect clan game.

Peter Hulme, Cheshire

CVG *We're not aware of any footie mods for Half-Life either, but there is something pretty close for Quake 3 called ProBall which might do as a stop-gap while you launch the worldwide campaign for an HL footie mod.*

A sensible letter, so no dragon-related sarcasm from CVG

Separated at birth? Er, clearly. It's absolutely uncanny

LOOK-NOT-ALIKE

Why is Chris Pontius from Jackass on p62?

HOWLLIN_PELLE

CVG *Not even close.*

THE FINAL FANTASY

I was looking around amazon.co.uk in the Final Fantasy category when I noticed that there will be a new FF package released called FF Origins. To my dismay, though, I noticed that it only contains FFI and II. I thought I could finally get all 10 but the third instalment is missing. Do you know if it will be released at all? Hopefully Square will release it with a demo of FFX-2 like FFVI did with FFX. It seems a shame to let all but one be released in the UK as the Eastern market has hogged all the best RPGs for too long.

Neil Metcalfe, West Yorkshire

CVG *Nothing official on this one yet, but it seems a safe bet we'll see it sooner or later. Our guess is much as you suggest.*

THE CRUELLEST CUT

Right. I'm going to ask you a question that I think I already know the answer to...

Charles Wheeler, Nottingham

CVG *You asked for that. Mind, he's got the right idea in one respect. The more of you that write in to us answering your own questions, the longer we get to slack off playing games we've already reviewed and have no excuse to still be playing during work hours.*

I DON'T SEE THE LIGHT

I want to have a go at the new GBA SP. Apart from the saving feature of the light – it's crap. Firstly, for £90, if you shop around and are competent at electronics, you can get a new GBA and Afterburner kit to fix the lighting problem. Secondly, the flip-top screen is susceptible to breaking along its hinge. What happens when the internal rechargeable batteries run out on the train? And Nintendo removed the headphones socket! [Continues to rage for another 500 words.]

Dev, Dorset

STOP PRESS

I bought a PlayStation 2 the other day.

Haven

CVG *And in part two, Haven reveals how he plugged it it. We can't wait. Bet you can't either.*

Def Jam Vendetta

Wrestling gets its freak on with an injection of hip-hop fa'shnizzle

GAME INFO BOX

NUMBER OF PLAYERS: **1-4**

COST: **£39.99**

PUBLISHER: **ELECTRONIC ARTS**

OUT: **APRIL 25**

DEVELOPER: **AKI/EA SPORTS BIG**

URL: **WWW.DEFJAMVENDETTA.COM**

What would you rather see in a fighting game: a bunch of mulleted rednecks in leotards or some bling-bling rap stars? Unless you have posters of Billy Ray Cyrus and Michael Bolton on your wall, the answer is simple – hip-hop wins every time.

Well, that's what EA Sports Big must have been thinking when it started work on Def Jam Vendetta, a mixture of wrestling with rap superstars. The end result is a hybrid of game styles that can only be described as wrest-bling... sorry.

Def Jam Vendetta is a simple concept: take a proven wrestling game engine, supplied by Aki (responsible for WWF No Mercy on the 64), sign up a roster of rap stars from the renowned Def Jam label and add a bit of EA Sports Big stylin' last seen in the SSX and NBA Street titles. This mixture of elements hasn't created another wrestling game for the WWE fans, but a fighting game for the hood.

Vendetta boasts large characters on the screen, fighting inside a wrestling ring and armed with a wide array of dazzling and dirty moves. There are low blows, submission holds and attacks from the top of the turnbuckle and onto the hard concrete outside the ring.

But what makes this really special is that in one corner you can have legendary rappers like DMX and in the other the Mouth of the South Ludacris, while behind the decks and getting the crowed pumped is legendary DJ Funkmaster Flex. In short, this is a fighter that looks, sounds and feels very good indeed.

MAMA SAID "KNOCK YOU OUT"

Using a simple control system that relies on grapples and a system of strong and light attacks, the action on offer is easy to get to grips with. There's one button for striking your opponent, another to go into a grapple; pressing both of these together launches a fierce attack while the shoulder buttons allow you to block, dodge and reverse attacks. The control system is as simple as those in the SmackDown! series and the resulting moves are equally as impressive. The fights are

FORGET ABOUT DRE...

...because while he's the don of hip-hop production, he knows nothing about games. These five homies do, though, and are all masters of SmackDown! That's why we got them in to go the distance with Vendetta, so you don't just have to take our word for it. Respect, boy-eeee.

WANNA BE A RAP SUPERSTAR?

The legendary Def Jam label brought you monster albums by legendary acts RUN DMC, Public Enemy and LL Cool J and Licensed To Ill by the Beastie Boys, but Def Jam Vendetta calls on the current crop of the Def Jam roster. Don't know them that well? Let's change all that.

WC

With a career dating back to '89 and releases on Priority Records, plus his rap super-group Westside Connection with Ice Cube and Mack 10, WC has achieved the title of Ghetto Heisman; that's also the name of his first release on the Def Jam label. The Heisman is a famous US sports trophy awarded to an exceptional player by sports writers. WC has earned the Ghetto Heisman, no question.

JOE BUDDEN

Joe's only been in the recording studio for a short time, but he's been on the scene a lot longer. At 16, Budden started to really make a name for himself in his Jersey home, hitting the local studios and appearing on mix tapes. In 2001 a self-produced CD started doing the rounds, followed by his own record contract.

METHOD MAN

A core member of the Wu-Tang Clan, Meth (real name Clifford Smith) has scored big on his own with solo albums Tical and Tical 2000: Judgement Day. He's also guest starred on Mary J. Blige's I'll Be There For You and has chalked up a noteworthy career away from the records with his partner in crime Redman.

REDMAN

Redman has been doing it for 10 years straight with four monster albums and successful collaborations with the Def Squad and his fellow prankster Method Man. His fifth album Malpractice raised the stakes yet again, but Redman is also breaking out in other areas with TV shows and movie roles. And he's been Grammy nominated for his collaboration with De La Soul on the hit 'Ooo'.

SCARFACE

Brad Jordan, known as Scarface, first achieved success with rap outfit Geto Boys. Since 1991 he's gone solo, but he also spends his days overseeing the Def Jam South label and nurturing new artists like Ludacris. He's recently recorded The Fix, his seventh solo album.

KEITH MURRAY

With a string of solo releases behind him including the albums Enigma and It's A Beautiful Thing, Murray is also a founding member of Def Squad alongside Erick Sermon of EPMD and Redman. In Vendetta he may look like he just stepped off a basketball court, but he can still throw a mean punch.

GHOSTFACE KILLAH

An essential component of the nine-man strong Wu-Tang Clan, the Holy Ghost has also made his mark on three solo albums, Ironman, Supreme Clientele and most recently Bulletproof Wallets. The Clan's love for martial arts is evident in Vendetta with Killah's strong array of devastating high kicks.

DMX

Earl Simmons, known as Dark Man X, has achieved success on the back of his distinctive growling and heavy-hitting delivery. Four albums later and he's still going strong. His most recent release is The Great Depression but X also is making a beeline into movies with appearances in Exit Wounds alongside Steven Segal and starring roles in two Jet Li movies.

LUDACRIS

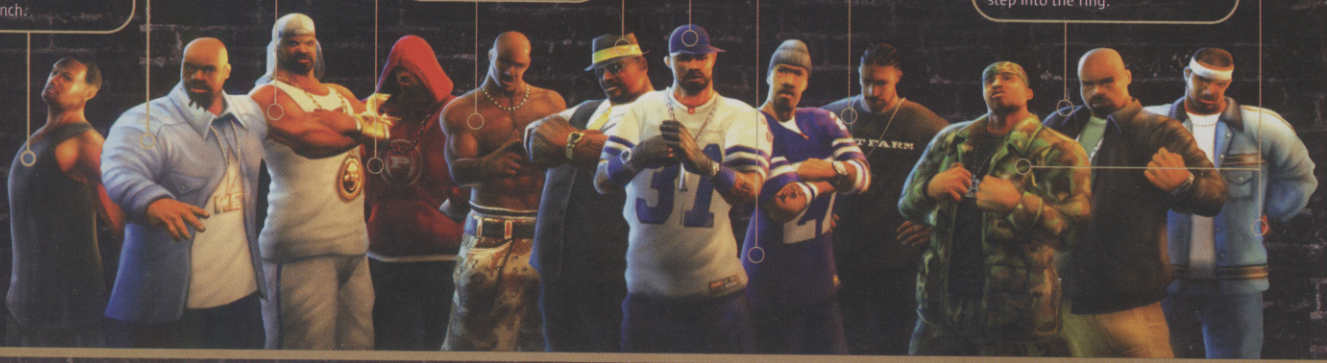
Luda is famous for his Southern rap style and humorous lyrics, with the massive albums Back For The First Time and Word Of Mouf. He also crows like a rooster on nearly all his tracks, an element picked up on in Vendetta when he powers up for a Blazin' move.

N.O.R.E. & CAPONE

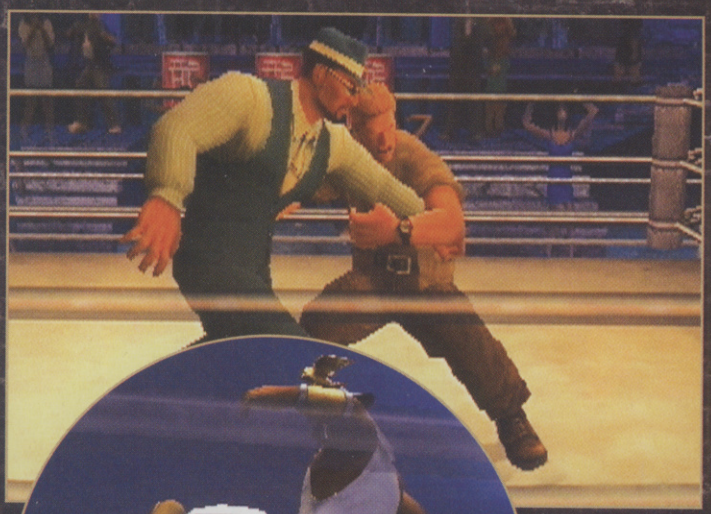
The most recent Def Jam recruit, N.O.R.E. mastered his rap style while serving time in jail, where he hooked up with his regular partner Capone. The two have made several albums under the C.N.N. name. His latest release is Grimey... God's Favorite.

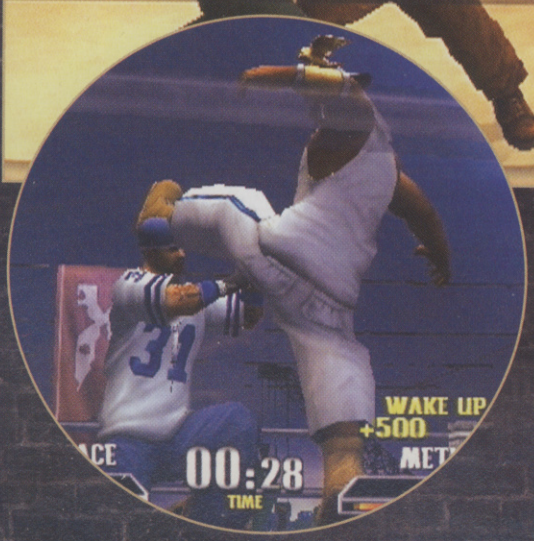
FUNKMASTER FLEX

Flex is a successful DJ with a TV, radio and car consultant career to fall back on if he ever gets tired behind the decks. He's released a massive series of mix albums, the most recent being 60 Minutes Of Funk, Volume V: The Mixtape. In Vendetta he's behind the decks as you'd expect but he's not afraid to step into the ring.



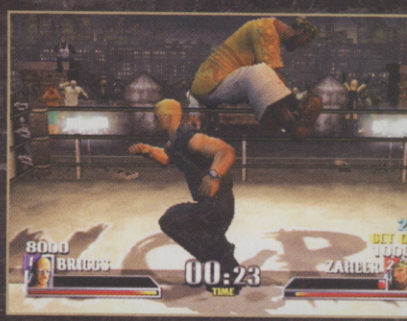
They're never gonna win the wheelbarrow race if they carry on like that





What's with the green and yellow combo? He needs some of the unlockable outfits

Euurgh, looks like Meth is trying to birth a cow. And a large, angry one at that



Boys, you're not in the playground now. This isn't the time for leapfrog

also straightforward and easy to follow. Each character has a health bar and a Blazin' bar for special moves. Using a variety of attacks and avoiding repetition builds up this special meter.

The meter also reflects the momentum of the bout: lose your way and the bar diminishes, but start to dominate and you'll quickly power it up. Once the bar is full and your opponents' health is down to the danger level, you can perform a knockout with an impressive finishing move. The other win criteria are pinning your opponent for a three count or wearing him down so he quits.

IT'S ALL OUR TURF

The fictional character D-Mob brings this new world of fighting to you. He's a tough crime boss who has decided to take underground fighting off the streets and into the clubs. The stars in this new fight organisation come from the hip-hop powerhouse Def Jam. It seems their current roster of artists can back up their rhyming dexterity with bone-crunching power bombs and over-the-top finishing moves.

Joining the 12 Def Jam stars is a long list of fictional characters ranging from scrawny hoodlums to hulking bodyguards. There are nearly 50

LET THE BEAT DROP

Not only do the Def Jam artists step into the ring, but they also provide a monster soundtrack with a number of classic tracks and some hot new cuts too. Here's the full track listing. What, no Mama Said Knock You Out? That's criminal!

ARTIST: Comp
TRACK: Do Sumptin'
ALBUM: NEW!

ARTIST: Onyx
TRACK: Throw-Ya Gunz
ALBUM: Bacdafucup

ARTIST: WC Feat Nate Dogg
TRACK: The Streets
ALBUM: Ghetto Heisman

ARTIST: Public Enemy
TRACK: Fight The Power
ALBUM: Fear Of A Black Planet

ARTIST: Scarface
TRACK: In Cold Blood
ALBUM: The Fix

ARTIST: Method Man
TRACK: Bring The Pain
ALBUM: Tical

ARTIST: Joe Budden
TRACK: Focus
ALBUM: NEW!

ARTIST: DMX
TRACK: Up
ALBUM: And Then There Was X

ARTIST: N.O.R.E.
TRACK: Nothin'
ALBUM: God's Favorite

ARTIST: Ghostface Killah
TRACK: Buck 50
ALBUM: Supreme Clientele

ARTIST: DMX
TRACK: X Gon' Give It To You!
ALBUM: NEW!

ARTIST: C-N-N
TRACK: Stomp
ALBUM: EW!

ARTIST: Redman
TRACK: Smash Sumthin'
ALBUM: Malpractice

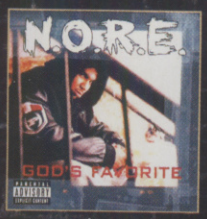
ARTIST: DMX
TRACK: Intro
ALBUM: It's Dark And Hell Is Hot

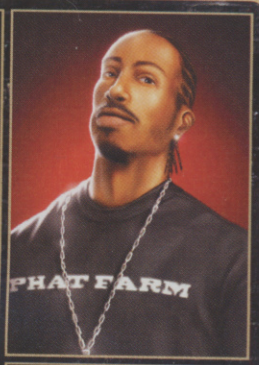
ARTIST: Comp
TRACK: Stick 'Em
ALBUM: NEW!

ARTIST: Method Man
TRACK: Uh Huh
ALBUM: NEW!

ARTIST: Keith Murray
TRACK: Yeah Yeah You Know It
ALBUM: NEW!

ARTIST: Keith Murray
TRACK: Oh My Goodness
ALBUM: He's Keith Murray

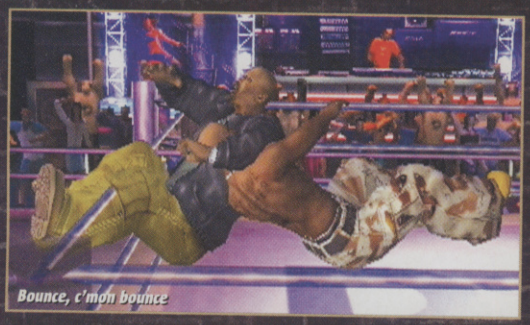




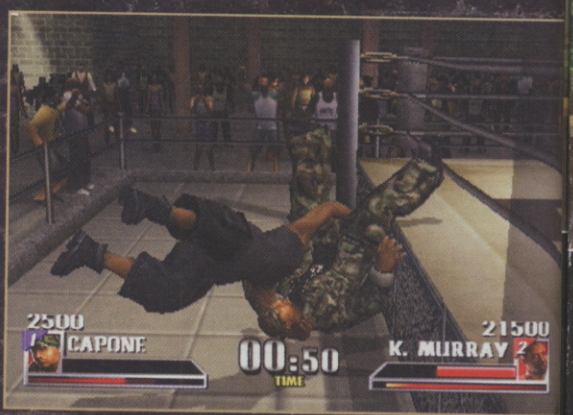
different fighters in the mix, but most are locked when the game begins. The way to access them is by playing through the Story Mode.

STRAIGHT OUTTA COMPTON

At the start of the Story Mode you get to choose from one of four characters. Strangely, each has the same goal: to help out his best friend Manny and win back his girl Angel who is now hooked up with... yep, you guessed it – D-Mob. You progress through this



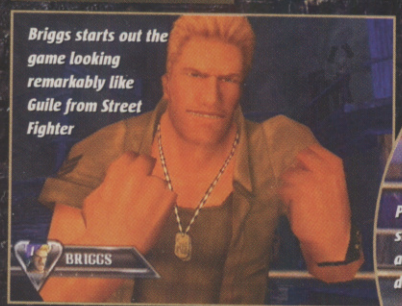
Bounce, c'mon bounce



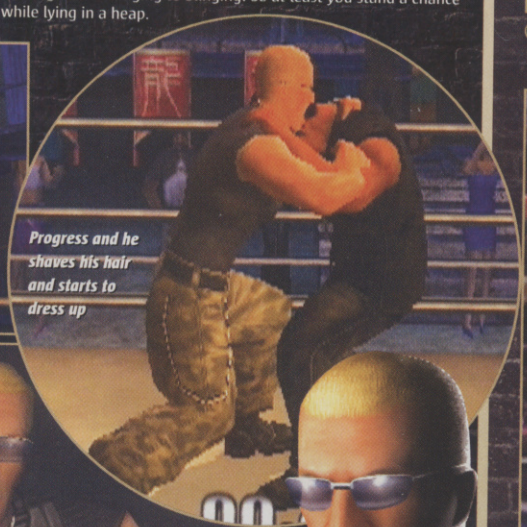
If that's not the ringpost that's one huge... Okay, don't worry, we'll stop there. Wouldn't want Capone and Murray coming after us...

PHAT FARM

As you progress further through the Story Mode you'll unlock new outfits that see your chosen character go from minging to blinging. So at least you stand a chance of looking good while lying in a heap.

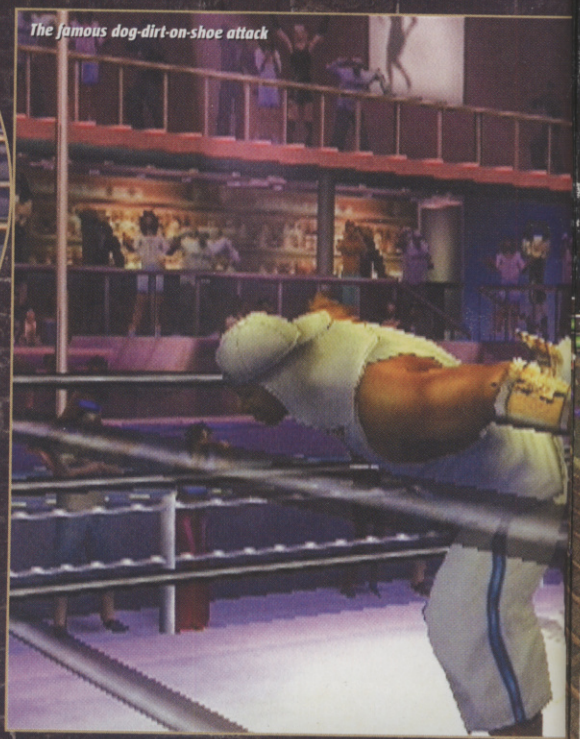


Briggs starts out the game looking remarkably like Guile from Street Fighter

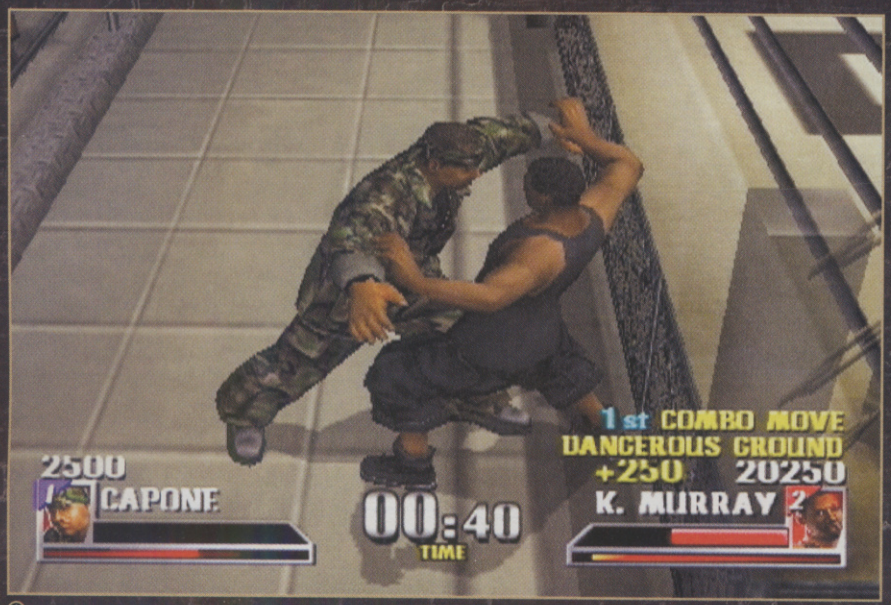


Progress and he shaves his hair and starts to dress up

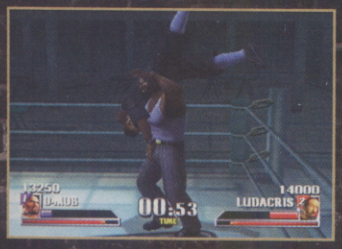
His final transformation sees him dressing like a ghetto superstar



The famous dog-dirt-on-shoe attack



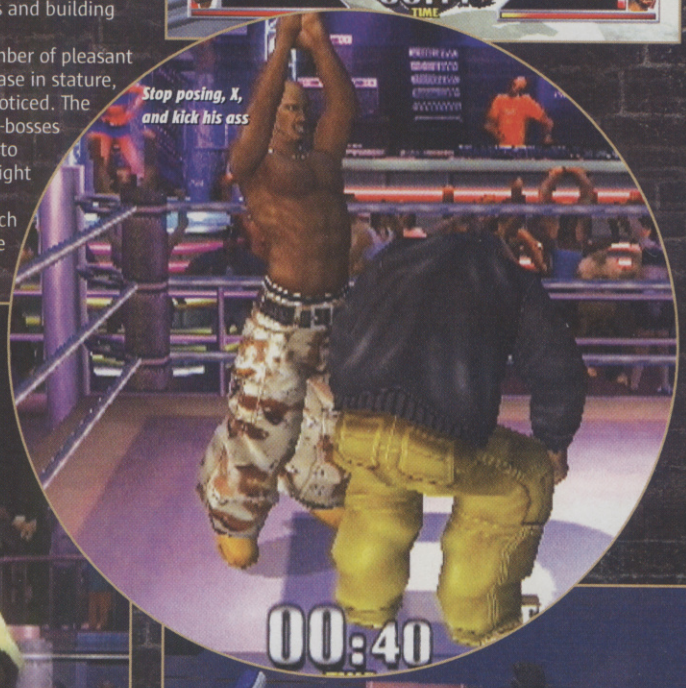
Come Dancing: the ghetto years. Unfortunately the developers couldn't secure Angela Ripon to commentate

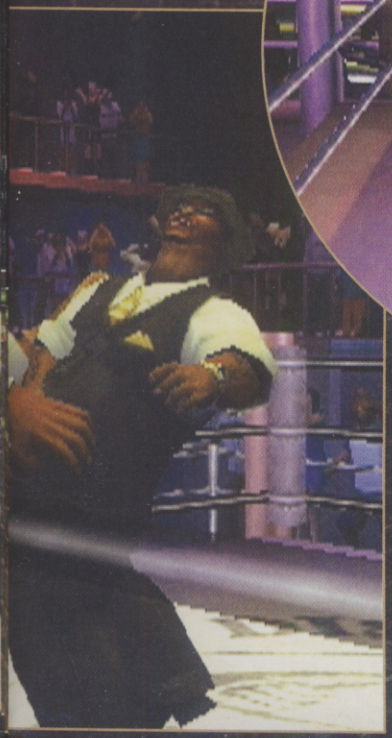


Ooh ooh, watch where you put your hands or you'll get even more than you bargained for

mode by winning fights and building up your skills.

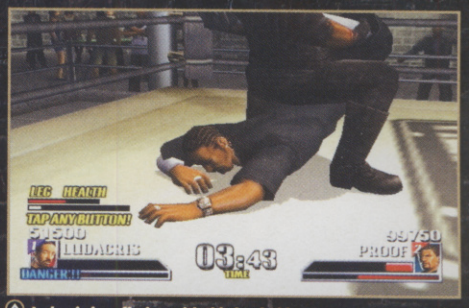
There are also a number of pleasant diversions. As you increase in stature, your skills don't go unnoticed. The Def Jam stars act as sub-bosses who will challenge you to come to their turf and fight them. Pass these challenges to unlock each fighter and stage for the other modes.





I LIKE THE WAY YOU WORK IT

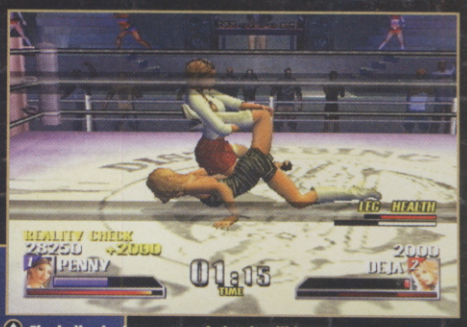
Aki has really brought its wrestling expertise to the table for Vendetta – it's carried over one of its best ideas here: individual limb health. What this allows is total control over submissions. By focusing your attacks on the head or the legs you can wear this area of your opponent down faster. When the health for a limb reaches zero your opponent is forced to tap out.



Ludacris is suffering with this leg hold

Killah puts a leg lock on Scarface

Looks like DMX is going to need some new limbs



The ladies look more supple but it still hurts

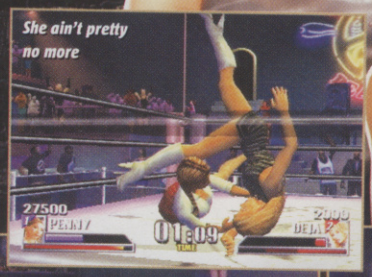
GIRLS I DO ADORE

There's also female interest that will come your way, with girls fighting for the right to be seen on your arm. You can spend your prize money on buying photographs of the ladies in revealing outfits, but don't get too distracted. Spending money in such a frivolous way is detrimental to increasing your character's skills.

And building up your character, especially in the Charisma category, will help you unlock another element:

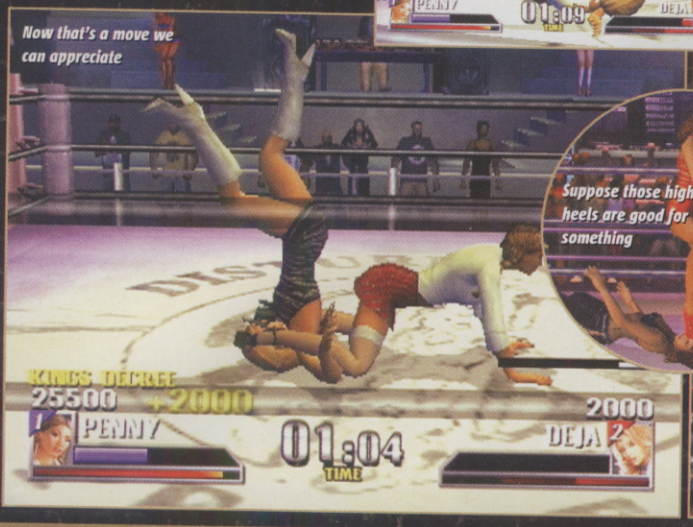
I WOULD LIKE TO DATE YA

Maybe it's the rap influence being carried over, but Vendetta doesn't treat women in a flattering light. Instead they're portrayed as money-grabbing hos that get into catfights over men. Okay, the catfights we can deal with, they break up the main action in the Story Mode, but the idea that you can buy scantily-clad photos of the girls instead of spending money on building up your fighter is wrong. Having said that, DMX doesn't wear a shirt throughout the game – that's one for the ladies.

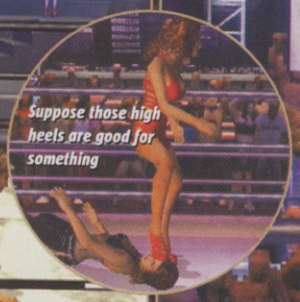


She ain't pretty no more

You can purchase their photos in their galleries



Now that's a move we can appreciate


Suppose those high heels are good for something

The girls look hot, and they're all based on real models...

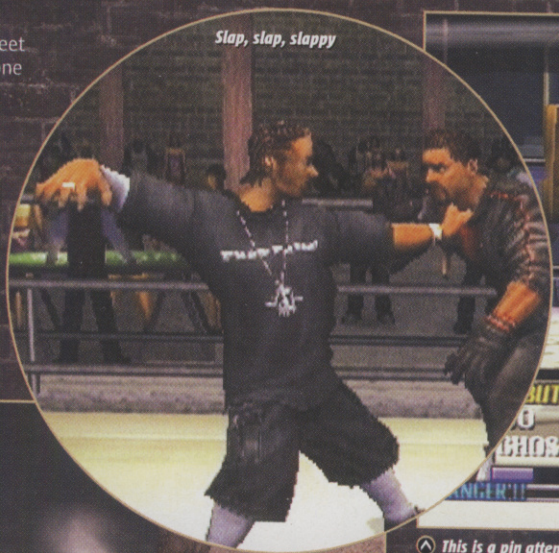
different costumes. As you progress through the ranks, your average street character will transform into someone that wouldn't look too out of place on MTV Base.

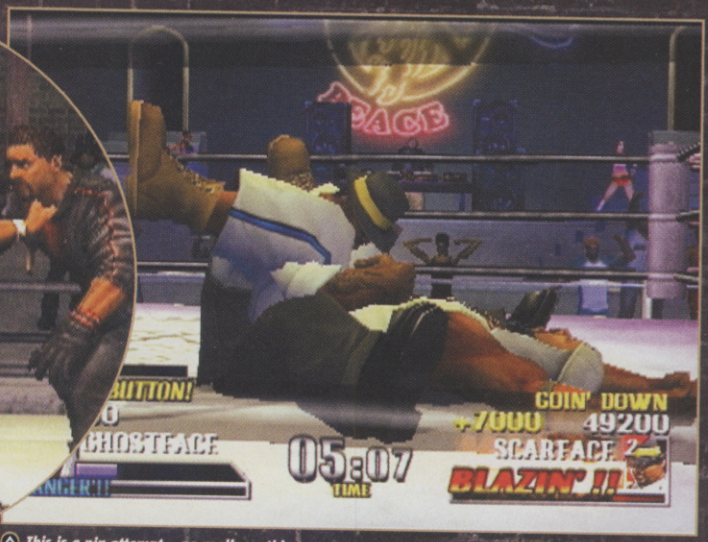
IT TAKES TWO TO MAKE A THING GO RIGHT

Making money off the back of each fight by putting in a powerhouse performance not only lets you purchase new skills, but also helps out your friend Manny who is heavily in debt with D-Mob.

As the story unfolds, Manny introduces another way of making money: competing in a tag-team contest. There aren't many bouts before you're competing against the champions Redman and Method Man, but the tag team matches play an important role in breaking up the one-on-one action.

Overall, it's a very addictive Story Mode that rewards you for progress with new characters and music tracks.


Slap, slap, slappy



"I loou... er... I loooovee yoo you're my best mate" We think that's what he said, anyway

Loving you is easy cos you're beau-ti-ful. What a very unpleasant image

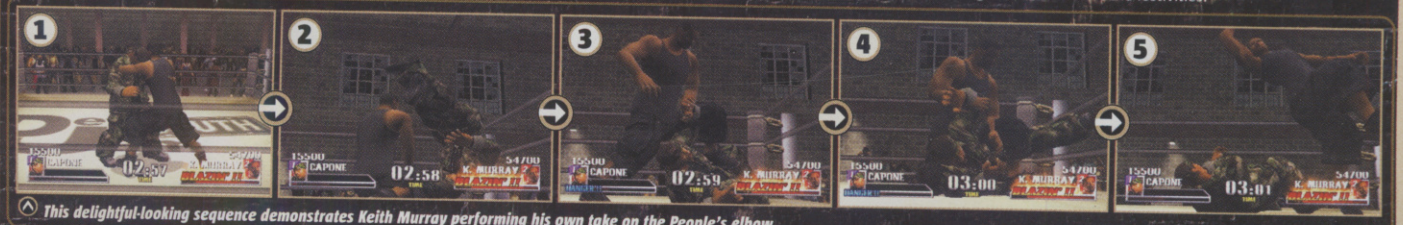
This is a pin attempt... no really, nothing else going on here at all. We hope

SHOW 'EM WHAT YOU GOT

Outside the Story Mode are a few other diversions but sadly none is as

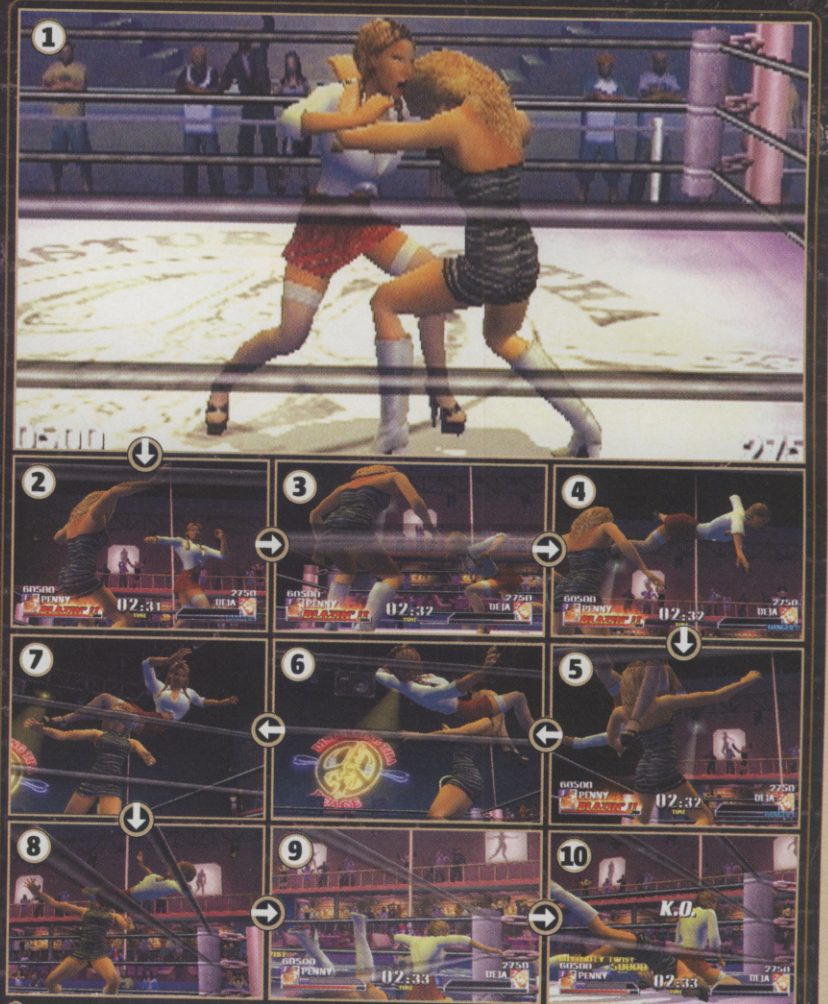
SHOW 'EM WATCHA GOT

Not since the glory days of Mortal Kombat have we had as much fun performing a special move to end a bout. The Blazin' moves in Vendetta are over-the-top bone-crunching finishers that leave an opponent out cold and with months of serious rehab work before them. They're incredibly simple to perform: all you need to do is power up the Blazin' bar to full by controlling the momentum of the bout and then lock your opponent in a grapple. Then you just need to tap the right analog stick to kick-start the festivities.

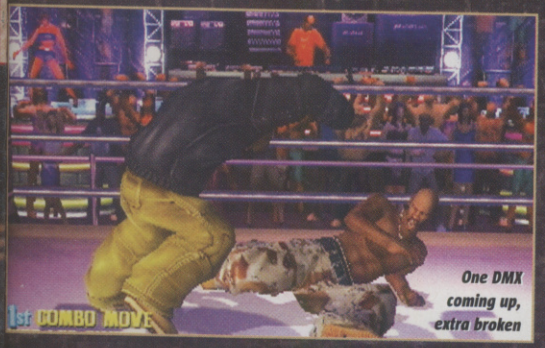


This delightful-looking sequence demonstrates Keith Murray performing his own take on the People's elbow

Budden's Reprezentin Jersey finisher: a Stone Cold Stunner by another name



It's called the Butterfly Twist and we'd pay one helluva lot of money to have a go, we can tell you!



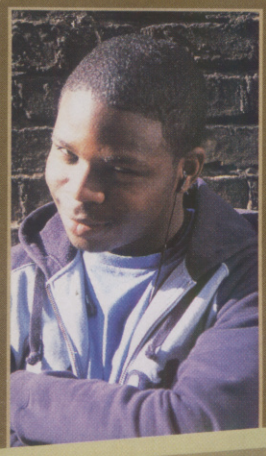
consuming as the main event. There's a Survival Mode and the option to play single bouts one-on-one, two-on-two, one-versus-three or every man for himself, but it simply doesn't quite seem enough.

Here's where we think Vendetta could offer a little more, especially as it's competing indirectly against wrestling titles that offer different match types. How difficult would it have been to add some weapons into the action, or a variety of victory criteria, rather than just pins, submissions or a knockout?

ROLLING WITH THE HOMIES

We know what *we* think about Def Jam Vendetta, but we wanted to know what you thought, so we hit the streets to find our own Def Jam of reviewers. They don't pull their punches, either.

Lads, lads, the TV's behind you...

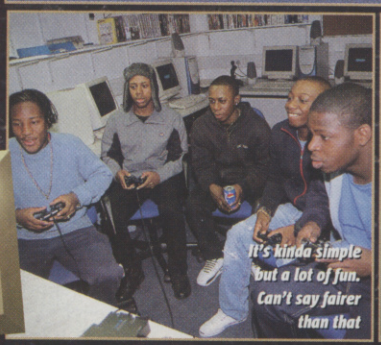


NAME: TIM
AGE: 18

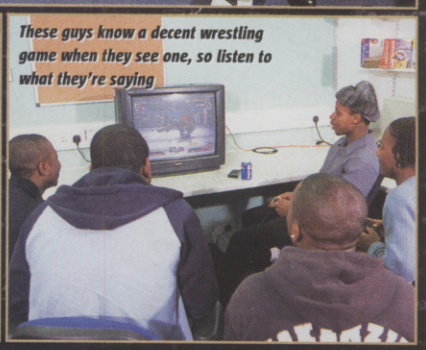
"This is a button basher's dream, real skills don't really come through or into play that much. I don't know if it's got real longevity, perhaps you'll only be playing it for a few months.

It's good to see a game with real hip-hop artists and their music and the look adds realism, but I don't know if wrestling suits the hip-hop style. There should have been more special moves, not just the finishers, because they're real good and more punches and kicks to make it tougher. I liked it, but it should be more like a 3D Street Fighter or Tekken and not a wrestling game."

"IT SOUNDS GOOD – IT'S FIGHTING MUSIC!"



It's kinda simple but a lot of fun. Can't say fairer than that

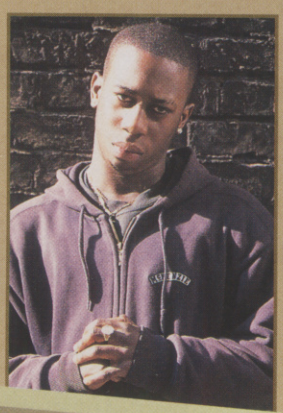


These guys know a decent wrestling game when they see one, so listen to what they're saying

NAME: FEMI
AGE: 20

"The person who taps the buttons the most wins. The graphics are pretty solid, and the special finishing moves are cool but the lack of more serious hip-hop artists undermines this. There should be people like Jay Z, Eminem, Biggie and Tupac – and some of the old-skool Def Jam artists.

The music is good, but there should be the vocal tracks in the main game and not just on the select screens. I'd like to have seen more background interaction, with fights in the crowd and stuff. There's something lacking – I think it's... blood. I'd play this for 20 minutes a go but not all day – I think it's a rental and not a buyer."



"THERE'S SOMETHING LACKING – BLOOD!"

NAME: GERRY
AGE: 19

"I actually like this, it hooks you slowly. I wasn't really getting it at first but now I like it. I'm addicted already. If you get a lot of friends, I think it's one of those games you'll play with a large group, that's when it's more fun.

I love the special moves, you just want to power up as quickly as you can to see what each special is going to do. I think the real artists add a lot to it. The music as well is a plus. They've done a good job, it's a grower and once it's got you, you're hooked."

"IT'S HIP-HOP MEETS SMACKDOWN!"

NAME: WILLIAM
AGE: 19

"It's alright but it could have been more complicated. There are too few buttons so you tend to end up tapping everything. I'd have liked it if it was a bit more skilful. Things like blocking and dodging... it's all too simple and basic. I like the special moves – they're funny and unexpected.

I think it's a game you have to persevere with because once you unlock some of the later fighters in Story Mode, it makes it more exciting. It's just a shame that too many of the characters share the same moves.

The hip-hop stars, the music, it's a good use of the Def Jam licence, it's a good start but I think they could do a lot more in a sequel. But it's still a good start."

"I THINK THEY COULD DO A LOT MORE IN A SEQUEL"

NAME: JERMAINE
AGE: 19

"It's kind of similar to SmackDown! with a simple control system and it's easy to learn the moves. The specials are a good thing and it helps that they're easy to pull off. I didn't like that you have characters that are all these different sizes, big and small but they all move at the same speed.

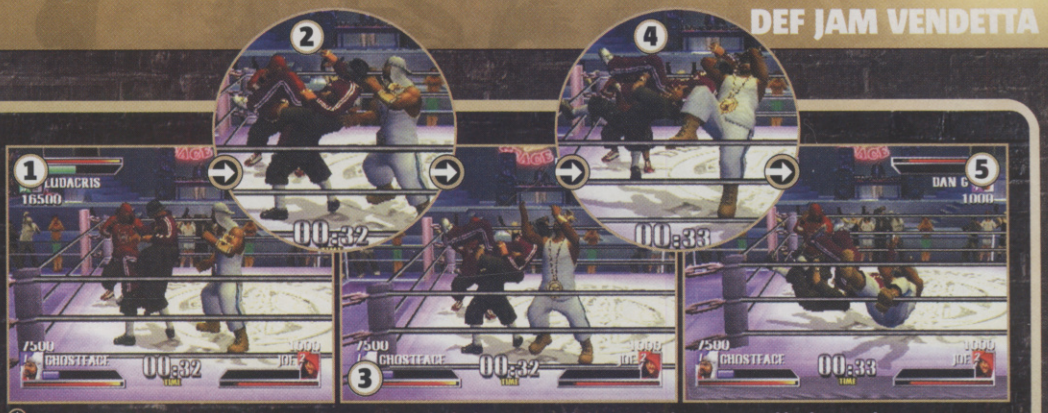
The music is real good, it gets you going but it'd be better if there were more real characters, bigger artists and not just Def Jam artists. The fights should be in the streets and should have weapons too. There could be more options and matches, it's a little limited. But I still like it, it's a good game and it's better than SmackDown! – that's too easy, this is tougher."

"IT'S BETTER THAN SMACKDOWN!"

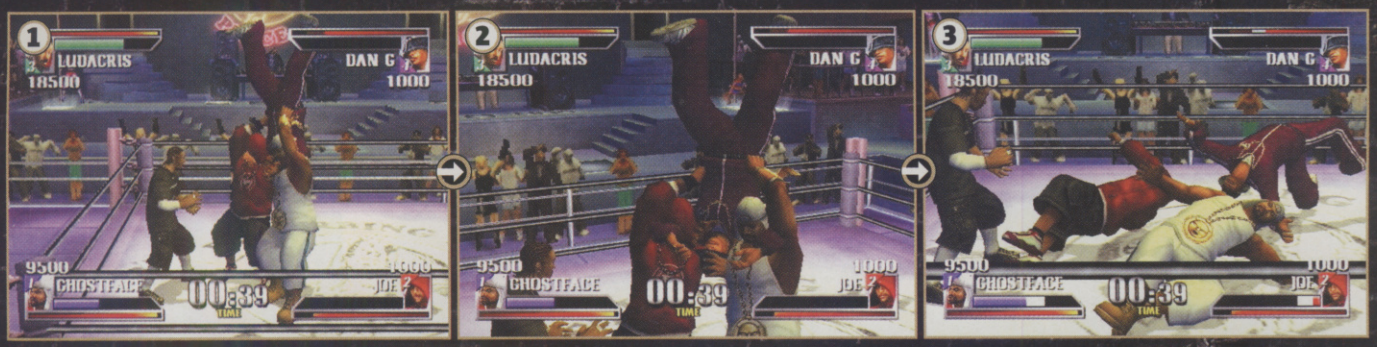
GIMME SOME MORE

Another nod to the wrestling heritage of Aki is the inclusion of tag team matches. Disappointingly, though, there's a fixed camera angle that can prove a little on the problematic side if you get involved in a ruckus at the back of the ring because the foreground action can often block your view.

However, there's a sweet selection of double-team moves that's been included, and we reckon that they make up for any visually-impaired injustice.



Ghostface Killah and Ludacris perform a 3-D on purple tracksuited Dan G. That bitch-ass sucka deserves everything he gets, dog



Dan G is apparently rather unpopular, as now Killah and Budden are teaming up on his ass. Wonder what the heck he did to offend them

It's also a shame that while the backgrounds are incredibly detailed, the matches themselves are confined to the ring. This title is screaming out for interactive backstage areas like those seen in the SmackDown! series.

THEY FORGOT ABOUT DRE

The other minor blow for the game is the Def Jam roster itself. These artists may have street cred but are they really the best on the block?

Would this fighter have been more fun and more appealing to younger gamers if it had included the likes of Eminem, Jay-Z, Dr Dre, Busta Rhymes, Snoop Dogg and Missy Elliott? We don't know, but regardless of the licensing issues, we'd sure like to play that game to find out.

"Eeeeooow, yeah I'm a plane, dog!" Dunno know what they're up to but it looks nasty

Here we have another shot for the killer farts section of your scrap book

THE WORD ON THE STREET

So EA, if you're listening, the word from our assembled panel of judges is they like it... but they want more. More matches, weapons, street fights, blood. Open up this game world to other rap stars and not just the current Def Jam roster. Incorporating wrestling moves is nice but the streets expect something tougher. Above all else, remember to, er, keep it real.

Despite these shortcomings, Def Jam Vendetta is worth checking out for the simple reason that it's good fun and enjoyable to play. And you needn't be put off even if you don't dig wrestling games. The action on offer here may have its wrestling elements, but it manages to be just about different enough to appeal to a wider audience. Peace out.

VERDICT

The hip-hop injection makes this fighter seem fresher than it perhaps really is, but despite shortcomings, this is funky stuff indeed. **Alex H**

GOOD VS BAD

- Easy to pick up
- Large roster of characters
- Killer soundtrack
- Not enough match types or modes
- Where are the old-skool Def Jam stars?

8

OUT OF TEN

IF YOU LIKE THIS TRY THESE... ■ SmackDown! Shut Your Mouth (PS2) ■ PaRappa The Rapper 2 (PS2)

INCOMING

ACCESS ALL AREAS TO THE HOTTEST FORTHCOMING GAMES!

HOW CVG'S PREVIEWS WORK

- PUBLISHER: ACTIVISION
- DEVELOPER: ACTIVISION
- OUT: DECEMBER 25
- ONLINE GAMING
- x16

IN A NUTSHELL

Hotly anticipated, super-realistic, sneaky covert-ops sequel to last year's first-person shooter. The team-orientated multiplayer mode encompasses a wide variety of objective-based missions.

GAMECUBE XBOX GBA

WWW.ACTIVISION.COM

ONLINE GAMING
Can you play the game online, against other gamers around the globe? Find out here

PUBLISHER, DEVELOPER AND RELEASE DATE
Who makes the game and when it's due out, to the best of CVG's knowledge

PLAYERS
How many people can play. If it's anything from one to 32, we'll put 32!

IN A NUTSHELL
A brief summary of what the game is like. If it's an update and CVG has already previewed it we'll also sum up stuff we've said before

FORMAT
The console we played the game on is highlighted red, but other formats it's coming out on are listed too!

WEBSITE
Want more info, more screens and to see it action? Visit this URL!

THE BEST PICS
See exactly how good (or bad!) the game looks with CVG's sweet-as screenshots

INFO OVERLOAD!
What it's like to play, how it compares to other games and whether it's any good

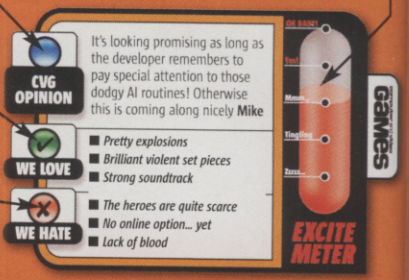
CVG OPINION
What we thought of the game, no matter what stage of development the game is at

WE LOVE
The good things we like about the game so far

WE HATE
The things we'd really like the developers to avoid including in the final game

WHAT THE EXCITE METER™ MEANS

You can tell how excited CVG's experts are about the game being previewed simply by looking at the Excite Meter! Easy, huh?



LARA CROFT TOMB RAIDER

the angel of darkness

- PUBLISHER: EIDOS
- DEVELOPER: CORE DESIGN
- OUT: MAY (PC TBC)
- ONLINE GAMING

IN A NUTSHELL

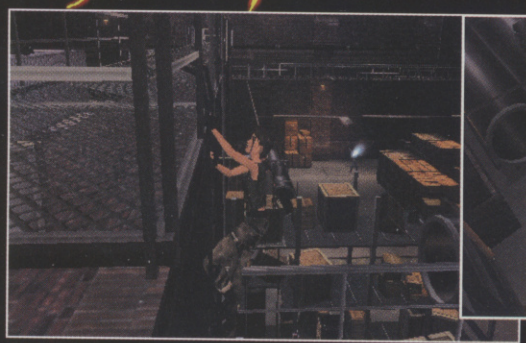
After a long absence from our screens and numerous, not to mention highly frustrating, delays, the inaugural next-gen Tomb Raider is almost here at last. Altogether darker and more plot driven than previous incarnations, Angel Of Darkness looks like it's going to be a real return to form for Ms Croft. This is the game that should re-establish her as a genuine superstar of videogames. And thank gawd for that!

PC

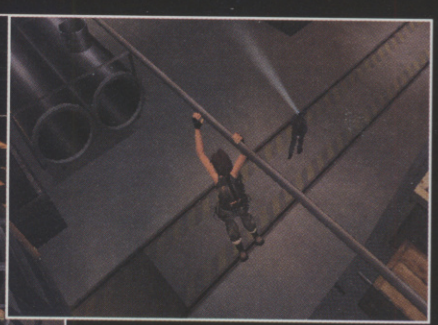
WWW.TOMBRAIDER.COM

Lara Croft wanted for murder! Believe it or not that's the bombshell that kick-starts the return of Tomb Raider to our screens. We've had a long wait to find out what really happened to Lara after she was seemingly trapped in an Egyptian tomb at the end of Tomb Raider: The Last Revelation, and it's not long now until we discover the answers.

What is evident from the time we've spent with preview code of Angel Of Darkness is that it doesn't waste any time precipitating you back into the thick of the action. It all begins in Paris, where Lara Croft has answered a call for help from her



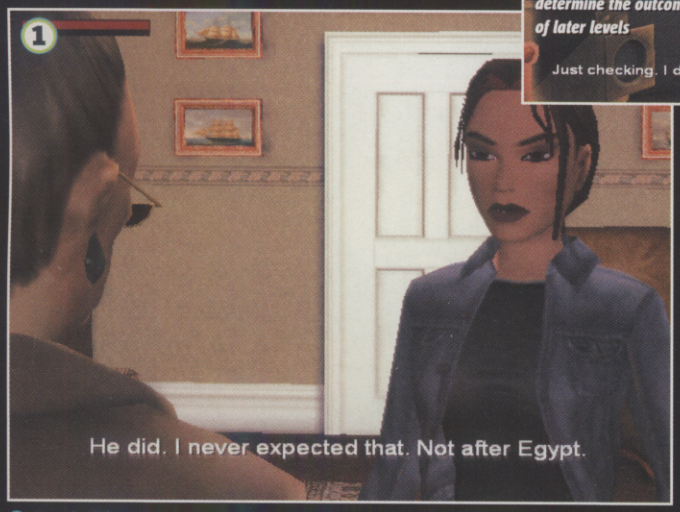
Old abilities are re-invented. For instance, instead of just pushing crates to climb on, this time round there are other moveable objects too



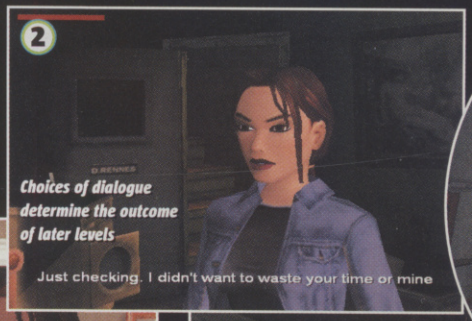
Lara is more agile when hanging and shimmying along areas, but she only has a limited time to complete these tasks

HEY, HOW YOU DOIN'?

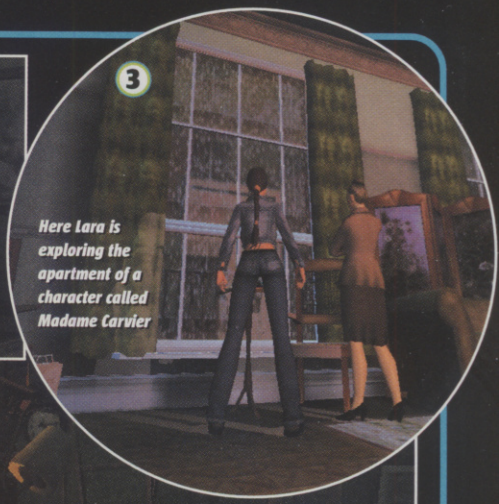
A major new element of Angel Of Darkness is the way in which Lara interacts with her fellow characters. As she acts on new leads and searches for clues, Lara encounters a number of characters whom she can talk to in order to wangle more information. At key moments you'll be able to choose what Lara asks, with the choices you make affecting later routes through the game.



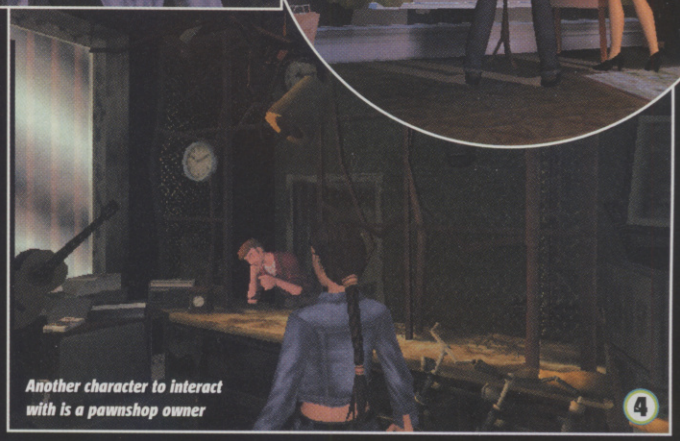
As a significant development, Lara is now able to talk to other characters



Choices of dialogue determine the outcome of later levels



Here Lara is exploring the apartment of a character called Madame Carvier



Another character to interact with is a pawnshop owner

former mentor Werner Von Croy. Shortly after her arrival, however, Von Croy is murdered and Lara is named as the chief suspect.

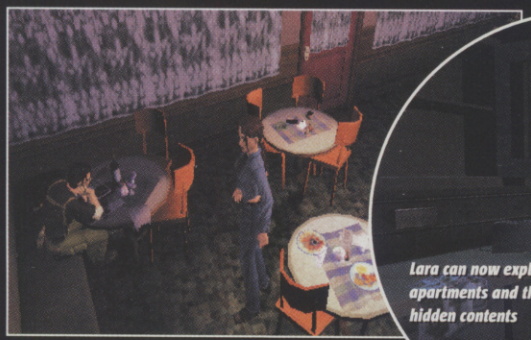
Fleeing from the crime scene, Lara goes on the run from the police and, after an encounter with some mean-looking dogs who snatch her famous backpack, she finds herself unarmed.

BACK FOR GOOD

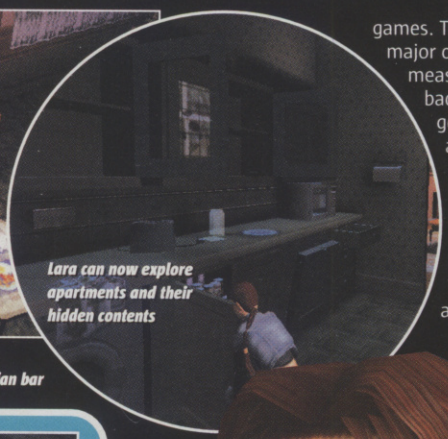
As Lara sneaks around the Parisian side-streets and clambers up drainpipes to fire escapes and rooftops, one thing strikes you – this is very different from the previous games. The controls have undergone a major overhaul. There are no more measuring jumps by stepping backwards three times and you get separate buttons for long and short hops. Sublime analog controls create a break from the past too.

Environments are also far more interactive. In the Parisian streets, familiar Tomb Raider hallmarks such as crates to push and areas to climb are in abundance, but there is far more variety than before.

As she searches empty



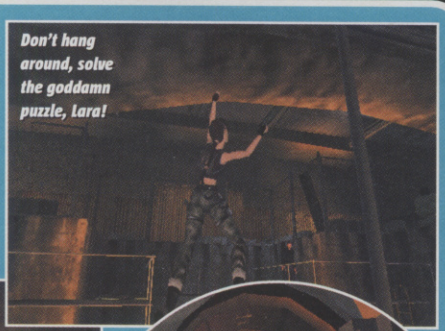
The guy chin-wagging on the phone is Kurtis, the second playable character, looking moody in a Parisian bar



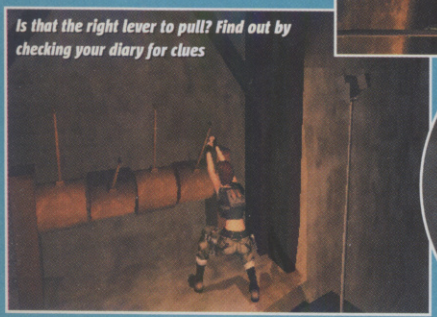
Lara can now explore apartments and their hidden contents

PUZZLE-LICIOUS

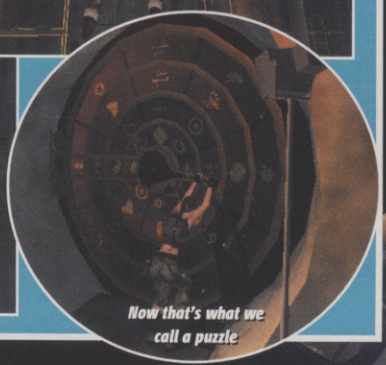
So far we have encountered puzzles – many, many puzzles – and most involve a bit more than mere switch-pulling. In fact, there are so many puzzles in Angel Of Darkness that Lara keeps a diary where she jots down clues and observations to keep track of them all. Luckily, you can peek at this record any time to check vital information before you pull the wrong lever.



Don't hang around, solve the goddamn puzzle, Lara!



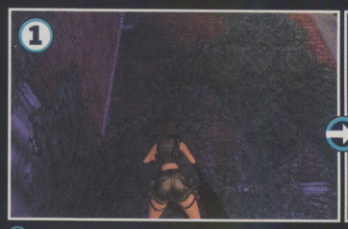
Is that the right lever to pull? Find out by checking your diary for clues



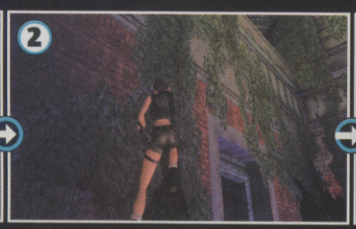
Now that's what we call a puzzle

CLIMB EVERY MOUNTAIN

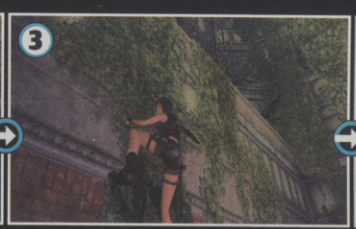
Lara has always been able to climb objects and as the series has progressed, her climbing and the interactivity of locations has improved. Angel Of Darkness takes this to a higher level still, with Lara able to climb a wider variety of objects and enjoy some seriously sheer rock faces.



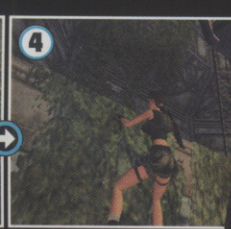
Free climbing is a major feature now



Climbable areas have a distinct surface texture



Lara stretches to reach new heights



What an athletic lady!

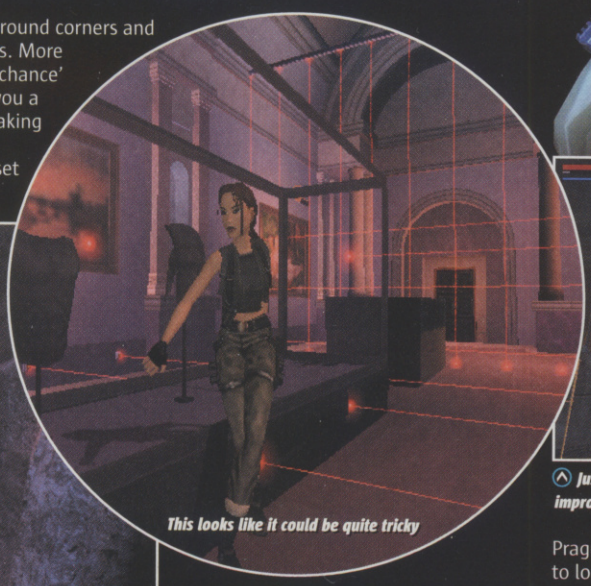
apartments, Lara can open cupboards and leaf through desk drawers searching for items; find a crowbar and she can also pry open locked doors. Through the opening Parisian levels we also noticed a far less linear structure than before, with multiple routes and solutions for each level.

These different routes play an important role, as you are rewarded for being adventurous with power-ups. Yes, Lara can now improve her abilities as the adventure unfolds. By upgrading her upper and lower body strength you'll find Lara can jump further or run faster.

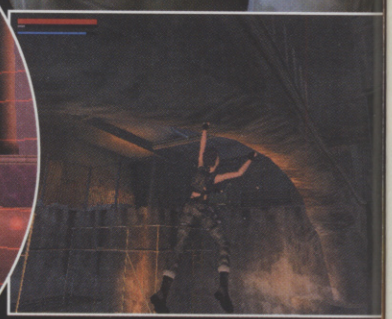
Lara also has a range of new moves, including hand-to-hand combat. A stealth mode enables Lara to hug walls, peek around corners and sneak up on enemies. More dynamic is the 'last-chance' grab, which grants you a second chance at making tougher jumps.

With the action set entirely in Paris and Prague, we were expecting the levels to look similar in architecture and design. But remarkably, each looks and feels very different and the game can cleverly switch to more traditional Tomb Raider environments without leaving either city.

Sneak up behind the guard and get him in a headlock. Squeeze tighter and the sucker will hit the deck

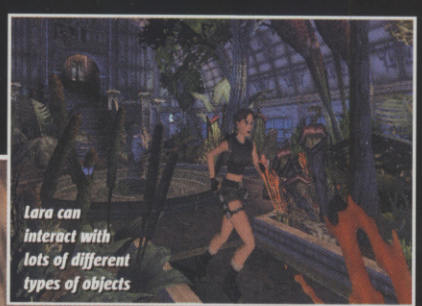


This looks like it could be quite tricky



Just hanging around with the new and improved rock climbing, y'know

There are still the traditional jumps across deep chasms, but now they've been implemented a little more cleverly



Lara can interact with lots of different types of objects

We've already witnessed several memorable set pieces with Lara being pursued by a helicopter across the Parisian rooftops and through the Louvre museum by SWAT teams.

We've also been stunned by the sheer size and scope of some of the locations. One level already looks like being a stand-out – the Tomb of the Brother Obscura seems just as devious as St. Francis Folly in the original Tomb Raider. More on this as soon as we get it!

Lara must use every means neccessary to avoid detection, so stealth plays a big part in the game

CVG OPINION

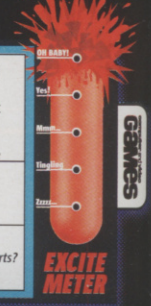
From what we've played and seen so far, everything is pointing to a great game, but we'll contain ourselves till we've played more. **Alex H**

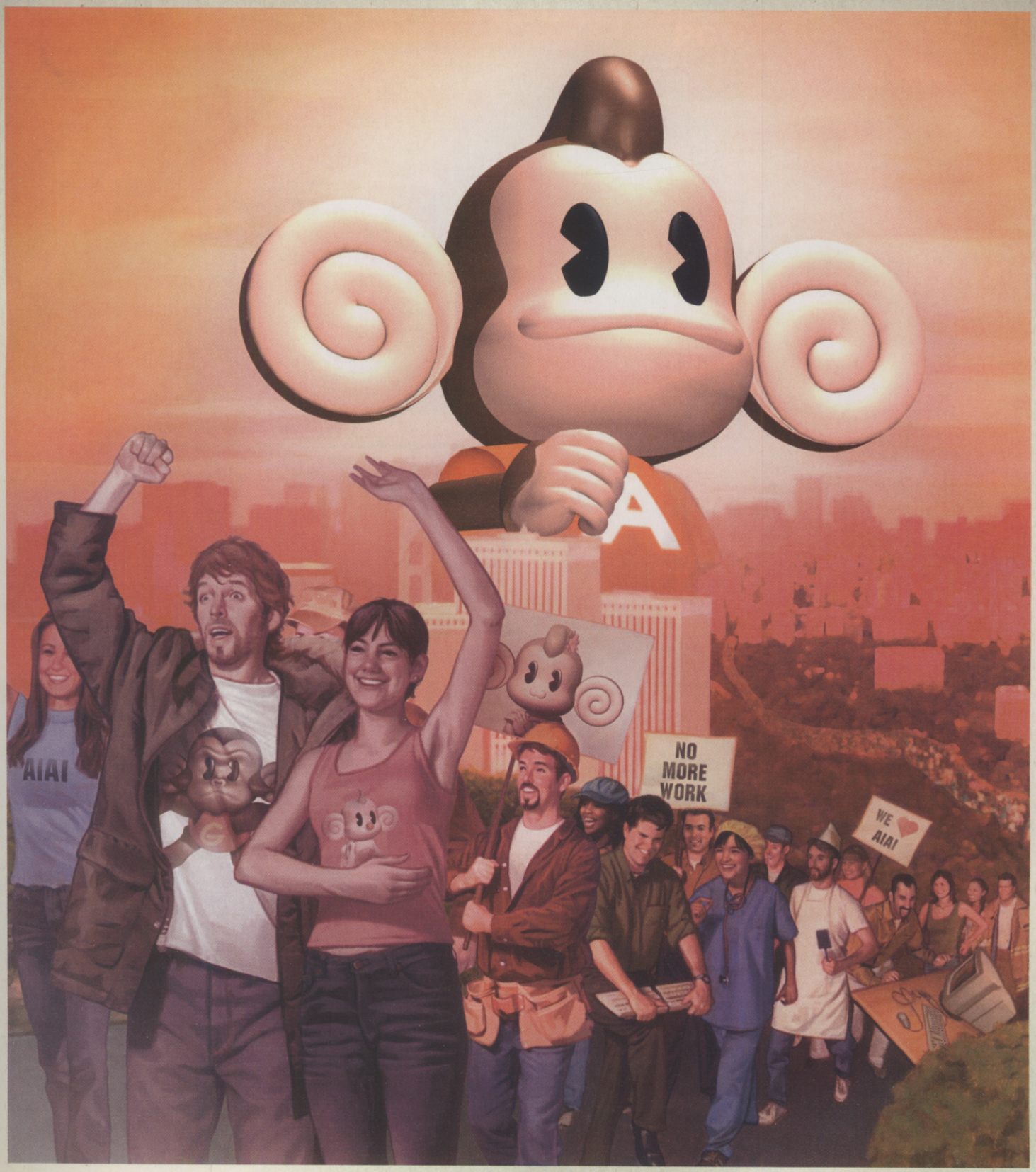
WE LOVE

- Large atmospheric levels
- Intelligent puzzles
- Character interaction

WE HATE

- The delays!
- Where are those famous shorts?
- Did we mention the delays?





SHARE THE MONKEY DREAM
JOIN THE MONKEY PARTY!

SUPER MONKEY BALL 2™

THEY SAY HE'S COMING...CHIMP CHAMPION OF THE MASSES, PRIMATE OF THE PEOPLE! MONKEY MAYHEM IS BACK AND BIGGER THAN EVER.
FASTER, WILDER, WITH 13 GAMES IN ONE, 6 NEW MULTIPLAYER GAMES INCLUDING MONKEY BOAT RACES, MONKEY DOG FIGHTS, MONKEY TENNIS, BASEBALL AND FOOTBALL.
YOU AND YOUR MATES CAN UNITE AND BECOME FIERCE MONKEY RIVALS, BATTLING FOR PRIMATE SUPREMACY IN AIAI'S MADDEST ADVENTURE YET.
SO TAKE TO THE STREETS, MARCH TO YOUR LOCAL STORE, SHOUT SUPER MONKEYBALL 2 FOREVER! AND DEMAND YOUR COPY NOW.

WWW.SUPER-MONKEY-BALL.COM

SEGA, AV Design and SUPER MONKEY BALL are registered trademarks or trademarks of Sega Corporation or its affiliates to packaging.© AMUSEMENT VISION / SEGA, 2001, 2002.
Published by Sega Corporation.DOLE ® and DOLE·& Sun Design ® are registered trademarks of Dole Food Company, Inc. and are used under license.

Distributed by INFOGRAMES SEGA av Dole

DRAGON'S LAIR 3D

As the drawbridge is raised you need to time your jumps onto these moving tiles

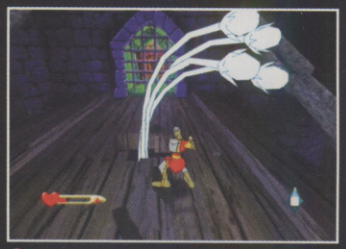
- PUBLISHER THQ (PS2, GC) UBI SOFT (PC, XBOX)
- DEVELOPER DRAGONSTONE
- OUT MAY

PC PS2 XBOX

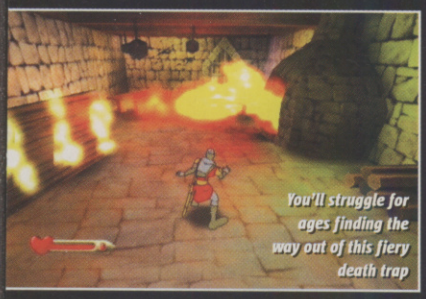
ONLINE GAMING

WWW.DRAGONSLAIR3D.COM

This is based on the beautiful but pure-evil-in-videogame-form hell of Don Bluth's animated Eighties laser disc atrocity. But hold! Dirk The Daring's long overdue return to gaming is a puzzle-orientated adventure that looks set to thrill as much with its gameplay as with its gorgeous cartoon graphics. At last!

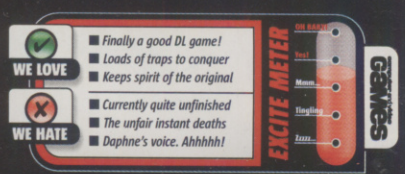


Target and lock on to scrap with the scary beasts that want to suck your brains



The cheery death sequences make a return but you can skip them if you prefer

Many of the trademark instant-death scenarios and tricky single-room puzzles return, rendered in 3D, but this time Dirk has many a nifty move to help him negotiate the traps that lie between him and Princess Daphne. We played it and liked its tricksy puzzliness a lot.



DIE, BEASTIE, DIE

Among the new abilities for this sexy sequel are brand-new creature cards which let you transform into monsters for a short time, assist cards that erect totem poles in the battle area, effecting a status change, and even summon cards for commanding gargantuan monsters.

These attack cards summon a monster behind you for one single heavy strike. Snap! Sorry, wrong game

You can select which of the attacks you want to unleash when you're summoning the huge beasties

Morph into the winged beast and give your enemies The Shaft attack

LOST KINGDOMS II

As with the original game, the cards are assigned randomly to the pad's buttons

- PUBLISHER ACTIVISION
- DEVELOPER FROM SOFTWARE
- OUT MAY

ONLINE GAMING x2

IN A NUTSHELL

Battle demons and monsters by flinging magical playing cards at their heads and summoning creatures to battle for you in this real-time mission-based role-player sequel.

WWW.FROMSOFTWARE.CO.JP/ETOP/SOFT/RUNE2

Playing cards are great. Whip 'em out for a game of rummy on the train, use your poker skills to sting your mates for cash, or use them to call forth colossal beasts and battle the tides of darkness.

That's just what you have to do in Lost Kingdoms II. Set 200 years after the events of the first game, but in the same troubled hills and valleys of beautiful Argwyll, you have to traverse the countryside, battling creatures and solving the mystery of their sudden increase in number.

Where this game differs from the first is in the way you can now battle the monsters anywhere in the environment (whereas before you had random-battle-style encounters in severely restricted arenas). The impact this has on the gameplay is massive as it feels far more fluid and faster-paced.

There are 100 new cards to add to the original 100, and with them come loads of new skills and abilities. These change the way you play too, letting you morph into giant flying creatures to traverse gaps in the landscape and sniff out secrets, for instance. It looks like this'll be just as hardcore as the first title, but a little more accessible for non role-player fans. CVG

This means your foe is healing himself before laying on more beats

Frazzle! All enemies and cards have elemental alignments to consider when attacking

SCi GAMES

NINTENDO GAMECUBE™ PlayStation.2 XBOX™ PC CD-ROM

PIVOTAL GAMES

www.conflict.com

FIRE FIGHT IN

SCUD ALLEY...

NO.1 SELLING GAME

DESERT STORM™

CONFLICT

EMMA AWARD WINNER

"Forget about your social life for a few weeks"

BIZARRE

"A mix of good strategy, great sniper mode and decent AI"

loaded

Now on NINTENDO GAMECUBE™

© 2003 SCi Games Limited. All Rights reserved. All other copyrights and trademarks are the property of their respective owners.
Win McNamee/Reuters/Popperfoto. Crown Copyright 2002 MOD.

Virtua Fighter 4 EVOLUTION

VIRTUA FIGHTER 4

EXCLUSIVE: THE ONLY OFFICIAL PLAYTEST OF THE UK GAME!

The series marks its 10th birthday in style with VF4 Evo. It's hard-hitting, original, long lasting, honourable and simply downright outstanding

- PUBLISHER: SEGA
- DEVELOPER: AM2
- OUT: JUNE

ONLINE GAMING

IN A NUTSHELL

The beat 'em up connoisseur's beat 'em up. VF4 Evo has the lot sewn up: super-crisp styling, stunningly fluid moves, crazily fierce and flexible combos and the coolest cache of combatants ever to grace an arena.

WWW.VIRTUAFIGHTER.COM

Happy birthday to you, broken skulls and tattoos, VF's taken Tekken's crown now, Namco's crying BOO HOO!

Sega's Virtua Fighter series is 10 years old this year, but even Charles Darwin couldn't have predicted that a species could evolve so quickly and brilliantly in just a decade. Virtua Fighter 4 Evolution has doggedly scrapped its way to the top of the beat 'em up food chain, its innovative gameplay and killer modes giving it so much power that it's now capable of chewing up and spitting out any console brawler that dares challenge it.

It's not just the masterful fighting mechanics that make VF4 Evo such a brilliant beast. VF4 introduced the idea of building a reputation for your chosen fighter (with personalised nametag). Everything saved to your precious portable memory card, ready to be inserted into the PS2 of any

Think up a name for your character, then take him out and forge a reputation for yourself

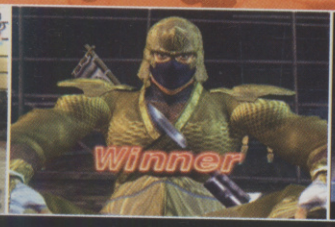
KICKING ASS FOR KUDOS

VF4's original but slightly one-dimensional Kumite mode has been replaced by a far superior Quest mode. The ranking system is the same: you start at 10th Kyu and are presented with the ultimate challenge – reaching the coveted highest High King rank. There's heaps more in the Quest mode than ever appeared in the Kumite mode. Now you have to fight your way from arcade to arcade, overcoming challenges in each location to unlock and enter the various unique tournaments on offer.

QUEST MAP: Battle your way through the arcades. Wrestle up the rankings by defeating hundreds of fierce opponents, enter hardcore tournaments and unlock special extra features on your travels

HYPER ACTION BATTLE: Simple punches and kicks inflict little damage in this tournament. You must use your fingers of flame to pull off devastating multi-hit attacks in order to succeed

Shun Di is back and guess what? He's drunk as a skunk yet again. Someone should refer him to AA

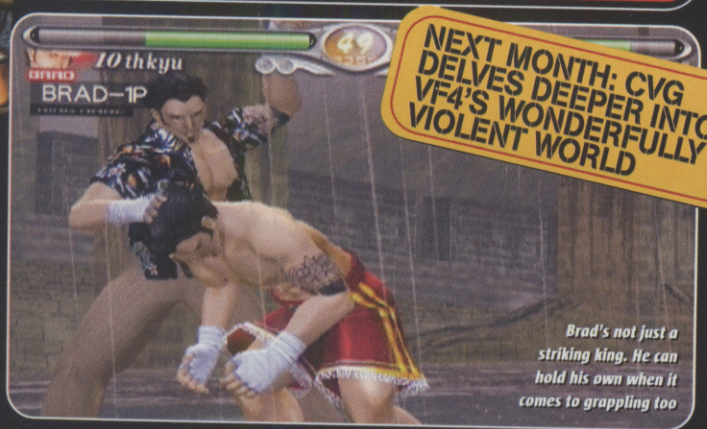


SMOOTH AS A BUDDHA'S BONCE

Like VF4 before it, VF4 Evo gives you the choice between both 50Hz and 60Hz modes, enabling you to experience it as it's ultimately intended to be played. But that's not all, fight fans! CVG ran the PS2 and arcade versions side by side and you will be ecstatic to hear that both versions look identical. And yes, that means no jaggy edges whatsoever! Lei-Fei's bonce is now as shiny and smooth as a freshly buffed bowling ball.

Lei Fei's new super-smooth head helps him to flip even faster. And save on shampoo

The updated Virtua Fighter 4 Evo cast looks every bit as slick as the Tekken crew



Brad's not just a striking king. He can hold his own when it comes to grappling too

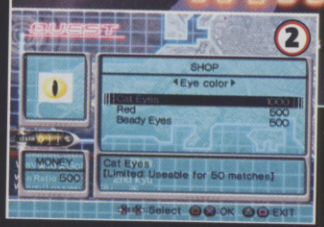
NEXT MONTH: CVG DELVES DEEPER INTO VF4'S WONDERFULLY VIOLENT WORLD

ACCESSORISE

In VF4 you were rewarded with items and extra pieces of clothing with which to customise your fighter when you achieved certain ranks and performed specific fighting feats. But VF4 Evo has improved the structure of earning special collectable items. You can still win items from opponents by whuppin' them, and you will be rewarded for nailing extraordinary challenges, but the majority of the items must now be bought from a shop.

You earn cash for winning special bouts and bag greenbacks for winning tournaments and placing in the top three. You need to win big to afford many of the high-priced prizes available for each character. It's worth the bruises, though, because once you're kitted out with all the best gear, anyone you come up against will immediately be intimidated. Fighters with the most expensive threads and accessories are obviously forces to be reckoned with.

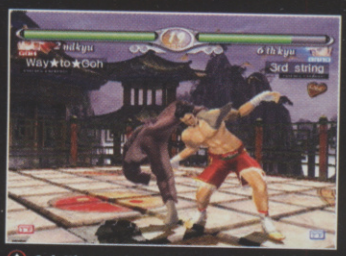
Defeat an opponent brandishing a special item and it becomes yours...



...or save up your winnings and spend cash sprucing up your fighter's look

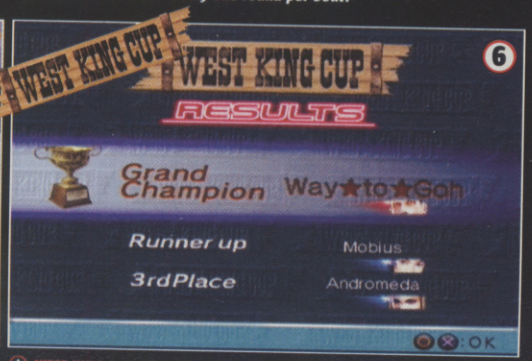
WALL DEATH MATCH: This knockout tournament sees you and 32 other combatants duking it out for the coveted first place, using walls to do tons of extra damage to your opponents

IRON FIGHT: A marathon tournament that will test the endurance and concentration of any Virtua Fighter aficionado. Each fighter starts with 1000 health and there's only one round per bout!



Goh Hinogami makes Brad Burns smell one of his deadly bottom burps. Poot!

KNOCKDOWN CLASH: Stay on your feet or pay the price! Get knocked over and your energy bar will shoot down. The only way to avoid this is by performing a 'recovery' the split second your fighter hits the deck



WEST KING CUP: There are also some straightforward tournaments that simply require you to brawl your way through a line-up of top quality fighters to win unlockables and hard cash

friend or foe brave enough to take you on. Your win ratio, your rank, the clobber you wear: it *all* matters!

VF4 Evo expands on the whole reputation thang. There are tons of hardcore new and unique challenges thanks to the introduction of the awesome Quest mode and over 1500 collectable items to battle for. Winning is everything; losing is *not* an option!

CVG OPINION

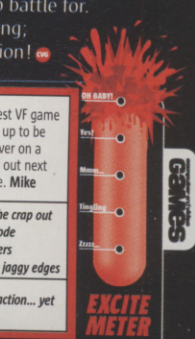
Undoubtedly the finest VF game to date, and shaping up to be the best 3D fighter ever on a home console. Check out next month's CVG for more. **Mike**

WE LOVE

- Quest mode beats the crap out of the old Kumite mode
- Awesome new fighters
- Gorgeous visuals, no jaggy edges

WE HATE

- No online brawling action... yet



ORIGINAL GAME © SEGA © SEGA-AM2/SEGA, 2001, 2003

Only a few characters can fight at a time

■ PUBLISHER SQUARE
■ DEVELOPER SQUARE
■ OUT: TBC

ONLINE GAMING

WWW.FFT-A.COM

FINAL FANTASY TACTICS ADVANCE

Those who have played the PSX original will be familiar with the grid-based strategy on offer with FF Tactics Advance.

On top of a deeper job system, Square has implemented a judge system where you're penalise for breaking the rules of battle set up on each battlefield. You can change the rules by collecting rule cards that can be traded, along with other items, via link-up cable.

There's a story in there as well though, involving a group of real-world kids transported into the Final Fantasy world (yes, really!), but overall FFTA is mostly about plentiful strategy gameplay, tailored to the portable format and complete with two-player link-up battles. We'll have lots more as soon as we get it.

Things seem to begin innocently enough with a 'playful' snowball fight

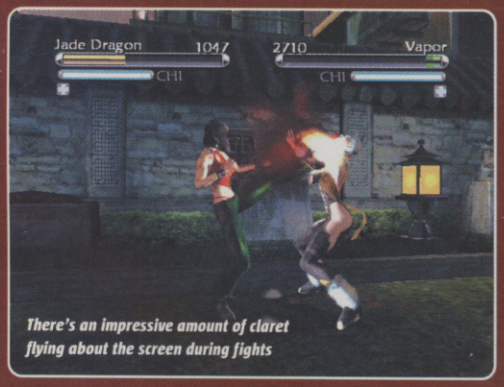
You can purchase items and upgrades in the local shop

WE LOVE
- Complexity on small screen
- Cool story and characters
- It lasts a loooooong time

WE HATE
- Battle preparation takes too long
- Cluttered statistics screen

EXCITE METER — Games

There are some superb grab moves, both upright and on the floor



There's an impressive amount of claret flying about the screen during fights

TAO FENG
FIST OF THE LOTUS

■ PUBLISHER MICROSOFT
■ DEVELOPER STUDIO GIGANTE
■ OUT: MAY

ONLINE GAMING

IN A NUTSHELL

Xbox's great white hope for a long-overdue decent fighting game comes from the co-creator of Mortal Kombat and manages to tinker with some of the genre's longest standing traditions.

WWW.XBOX.COM/TAOFENG

If ever there was a maxim for fighting games, it's: "If it ain't broke, don't fix it."

But, in an explosive arrival, Tao Feng flouts the conventions of all the fighters that have gone before, like an upstart street fighter taking a poop on Bruce Lee's hallowed grave.

TAO, THAT HURTS

Tao Feng's innovations range from the flashy, like launching attacks from poles in the fight arena, to the fundamentally gameplay-changing. Rounds, in the traditional sense, have been ditched, and there is no time limit to bouts either. Instead, you are forced to wear down your rival's three energy bars in fights to the death.

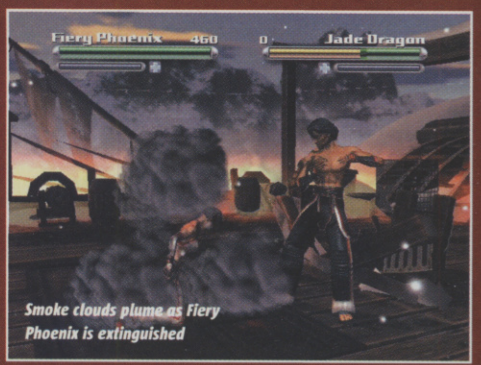
When one character goes down, the fighter that laid on the smack continues the next part of the fight with the same amount of energy as he had at the end of the last part.

Excessive blocking and being hurled into the breakable scenery will also cause damage to limbs. Break your legs and you move slowly, losing half your kicking attack power. What's more, expendable Chi energy can be used to regenerate your limbs and health, so bouts swing back and forth between winner and loser far more than any other fighter of this style.

Throw in amazing-looking special effects, adventure modes and loads of bonus games and this could well prove the must-have Xbox-exclusive fighter the machine needs.

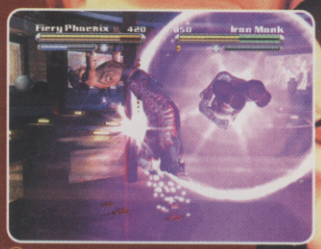
Special effects look the jive

Fatalist accepts his defeat at the hands (or is it feet?) of Wulong Goth



Smoke clouds plume as Fiery Phoenix is extinguished

The Master Sage uses his cymbals to ring in the changes



This seismic attack devastates Phoenix

CVG OPINION

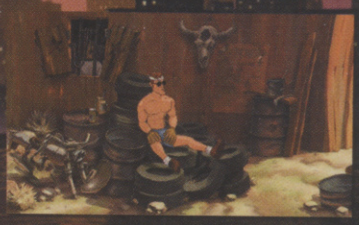
Pushing the genre with new innovations, this is sure to prove a winner with Xbox owners and a nimble two-finger flick at PS2's Tekken and VF lovers, **Lee**

WE LOVE
- Excellent combo opportunities
- Huge characters on screen
- Wear down limbs!

WE HATE
- Animation needs smoothing out
- In mid-combo seems impossible to interrupt an enemy

EXCITE METER — Games

One of the fastest selling games in France & Germany!



Runaway

A Road Adventure

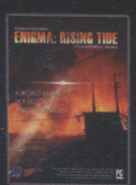
-- GAMESPOT 9/10
-- GAMES REVIEW 9.2/10

www.runaway-game.com

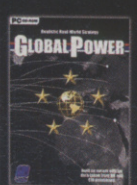
All titles available at:

GAME

www.game.uk.com



Enigma Rising Tide



Global Power

Heath

Northland

Runaway

The Watchmaker

gmx media

www.gmxmedia.net

The terrific trio of Yuna, Rikku and Paine

Never upset a lady holding a razor-edged fan

Assault and battery on an epic scale is what FF does best

FINAL FANTASY X-2

- PUBLISHER SQUARE
- DEVELOPER SQUARE
- OUT: TBC

ONLINE GAMING

IN A NUTSHELL

This first direct sequel takes place two years after FFX and features Yuna, Rikku and new girl Paine trying to find out what happened to Tidus, the original's hero. You've never played a FF game like this before!

WWW.PLAYONLINE.COM

Forget the linear story-driven structure of FFX. In FFX-2, you start off with full access to an airship and are free to travel about the world of Spira at will. Much of the game involves heading out to locations that you explored in FFX and taking on mini-quests. Complete the quest, and you earn new items.

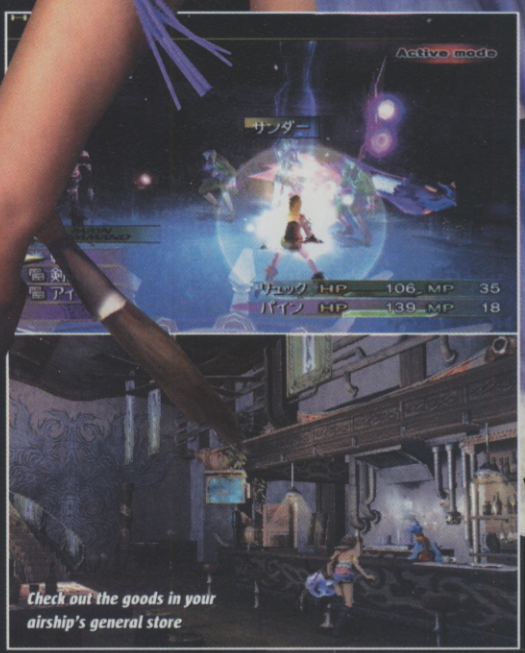
Some quests, labelled with an 'Active Link' icon on the world map, directly advance the story, and by breezing through these areas, you can finish the game quickly. If you want to see all there is to see though, you'll have to replay the game and aim for a 100 per cent story rating.

Two years on and the game still looks lovely

HASN'T SHE GROWN!

The story centres on Yuna's search for Spheres that contain a recording of history, with one in particular, a Sphere containing images of Tidus, having first set her imagination on fire. Yuna's changed since FFX. In addition to being known throughout the world as the summoner who defeated Sin, she's taken on a less goodie-two-shoes air. There's

She'll give you her 'come to bed eyes' then sock you square in the belly. Women!



Check out the goods in your airship's general store

YUNA'S ANGELS

With high-fives, winning poses and lots of spunk, Yuna, Rikku and Paine form a regular gaming's Charlie's Angels. From the start FFX-2 is full of goofy humour and fan-service, ranging from dance numbers (including an actual singer/dancer job) to a bathing sequence, which you'll have to work extra hard to find (eat that, DOAX!).

The girls take time out to frolic in a spring

Strike a pose, girls. That's it!

You'll see Yuna dance more than just once

Are you starting to get the point?

Select the mission you wish to tackle from the gorgeous map screen

Changing jobs and dressing up in new cozzies is complicated at first but stick with it

lots of fun to be had in meeting characters you first encountered in FFX and finding out what's become of them and what they have to say about Yuna's new look.

In our many hours with the game, we've found the storytelling to be a bit on the light side, with little in the way of CG sequences and most events included for humour. Add an abundance of upbeat dance themes, and you have a game that may leave the staunchest FF fanatics scratching their heads in puzzlement.

These lashes appear across the screen when you trigger a battle

LOCKED, LOADED AND CHAINED

If the non-linear gameplay feels strange, wait until you see the battle system, which is nearly unrecognisable as FFX. At its heart is a job system known as a 'Dress Up' system, in which you can change a character's job as needed while in battle. A given job offers numerous skills and techniques to master, with fast progression for the impatient.

On the whole, the battles are faster making use of a new time element where chaining together attacks results in mega damage. You'll have to time your attacks accordingly, especially when using commands like Yuna's quick trigger-gunner attack which forces you to press the R trigger rapidly to fire a volley of bullets.

Darkness descends but it still looks pretty

Boss encounters split the story into chapters

Follow the Active Links to progress the story

DRESSING UP

The Dress Up system is FFX-2's name for the job system. Characters equip 'Result Plates' which contain Dress Spheres, each associated with a particular job. In battle a character can only change to jobs on the Result Plate with which they're equipped. Certain Result Plates give characters special abilities just by being equipped, and others allow for characters to gain new abilities by changing jobs in certain orders.

Gunner Yuna has only a normal heal spell at first

Move to knight form, being sure to cross the green gate on the Result Plate

Yuna transforms before your very eyes into a knight

And cos she crossed the gate, she gets a spell to raise the dead

CVG OPINION

Faster battles, non-linear gameplay and the return of many characters. A must if you're an open-minded FF fan or just want something different. **Anoop**

WE LOVE

- The bath scene
- Faster battles
- Non-linear gameplay

WE HATE

- No nudity in the bath scene
- Non-FFX players may be confused
- Smaller scale than before

CHAOS LEGION

PUBLISHER
CAPCOM
DEVELOPER
CAPCOM
OUT AUTUMN

ONLINE GAMING

IN A NUTSHELL

Capcom's other big gothic adventure franchise, pushing the PS2 to the limit with insane levels of carnage, an emphasis on visceral arcade thrills and some of the most spectacular graphics yet seen on the console.

WWW.CHAOSLEGION.COM

Given the dangerous nature of modern living – street gangs, the threat of war, supermarket checkout queues – we could all do with some summonable demons to help lay waste to our oppressors.

Things weren't any easier way back in the days of yore either, as Chaos Legion's hero Sieg finds out. Still, he at least has some demon buddies on his side and can call them forth in his quest to topple bad guy Victor Lacroix's evil scheme.

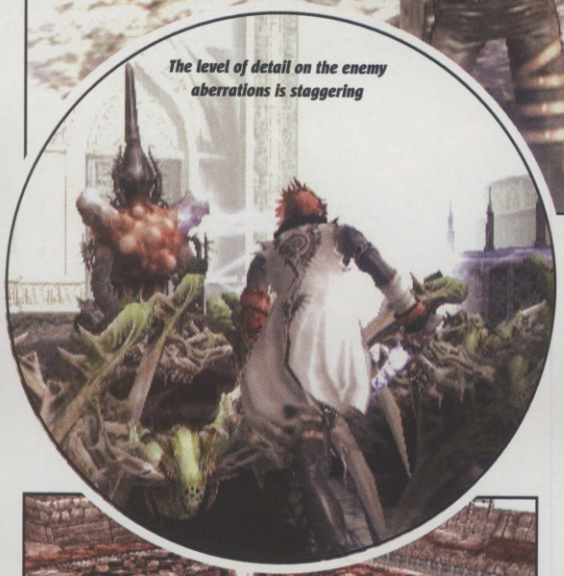
FIGHT, SLAY, REPEAT

It works like this: Sieg battles through screen after screen packed solid with mutant creatures, using his increasingly potent, summonable Legions to help even out the improbable odds. You lose your best Legion right at the start of the game, though, and have to spend the rest of the adventure collecting and upgrading – nurturing, if you prefer – the lesser Legions you find during the course of your journey.

This is no free-roaming adventure as the battles take place in limited locations, sealed until you defeat every enemy. Rather, it's an arcade-orientated all-out action game that's all about stylish hard battling and insane levels of action.

That's not to say there's no strategy to be employed. Different

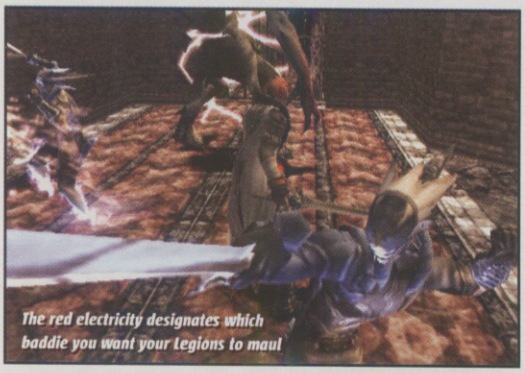
Is it just us, or is this the muddy-funsting coolest looking game ever?



The level of detail on the enemy aberrations is staggering

With the odds stacked like this the correct use of your Legions makes all the difference

The weird pod-like pulsating thing actually respawns enemies so take it out

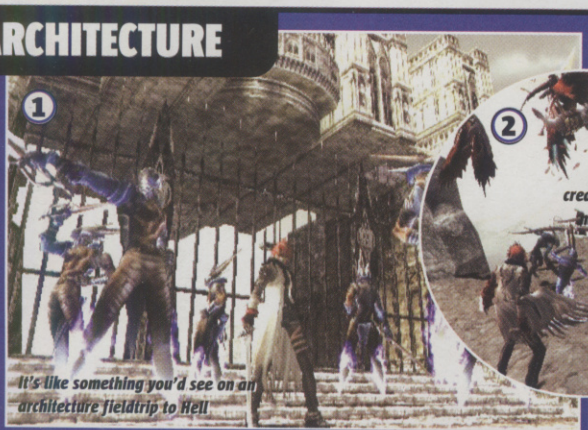


The red electricity designates which baddie you want your Legions to maul

The attacking mutant turkey-demons want to give you a basting

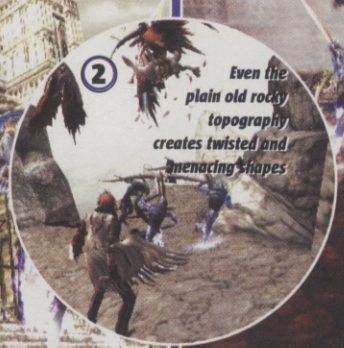
AWESOME ARCHITECTURE

While the backdrops in Chaos Legion are little more than arenas in which the carnage plays out, they still look absolutely amazing. The game opens in Devil May Cry 2-style castellated walkways before giving way to forested areas and rocky paths that weave around foreboding mountains. Sci-fi cyberpunk in games is out, and Western European 16th Century Gothic is in. At least that's what Capcom seems to think.



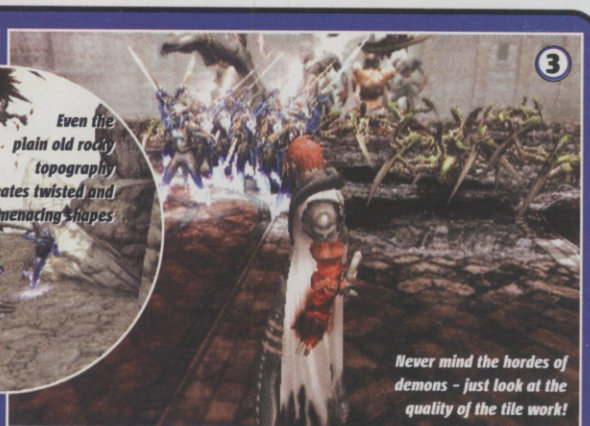
1

It's like something you'd see on an architecture fieldtrip to Hell



2

Even the plain old rocky topography creates twisted and menacing shapes



3

Never mind the hordes of demons – just look at the quality of the tile work!

LEGION-SCARE'S DISEASE

Sieg's summoning ability means you have some fairly amazing powers of attack and defence at your disposal. Different Legions have markedly different abilities. However, you can only take two different types of Legion into battle with you on each level and you can only use one set at a time. So make it a wise choice.

Do you take out the big bugger and risk a swarm attack? Decisions...

types of enemies have different skills and weaknesses, as do your Legions.

You can take two Legions into each level with you to battle the hell spawn, and the two chosen will gain experience and grow. If you want your entire squad to grow and blossom into the death-dealing crew you know you deserve, you'll have to revisit levels with every type of Legion and share the power-up love evenly.

There are loads of amazing ideas present in Chaos Legion and we've only played a fraction of what the full game has to offer. Above all else, it's a beautiful game to behold, and we eagerly await a fuller playtest as the game nears its release. CVG

There are some awesome pitched battles in store between your army and the demons

While using the archer Legions you can manually target where their arrows land

This is a view your enemy won't want to see, especially once you've levelled up your archer Legions

CVG OPINION

Beautiful and deadly, like a glamour model with rocket-launcher nipples, Chaos Legion is going to be an enormous game, for sure. **Lee**

WE LOVE
- So much carnage on screen!
- Gorgeous gothic graphics
- Non-stop action

WE HATE
- Could be repetitive
- No role-player elements
- Only for one player

EXCITE METER: OH BABY!! / Yes! / Mmm... / Tingling... / Zzzz... — GAMES

■ PUBLISHER SCI
■ DEVELOPER UDS
■ OUT JUNE
XBOX GC
ONLINE GAMING
WWW.FOX.COM/FUTURAMA

FUTURAMA

No doubt you're experiencing excruciating flashbacks of The Simpson's Skateboarding and The Simpson's Wrestling about now. CVG feels your pain, but snap out of the nightmare and relax, because platform-puzzler Futurama isn't looking too ropy.

The action sees you diving into the cel-shaded skins of Bender, Fry, Leela and Dr Zoidberg. You have to use each character's unique skills to overcome the multitude of kooky fights, precision-platform obstacles and melon-twisters that await you in Matt Groening's rib-tickling vision of the future.

WE LOVE
- Recreates TV prog atmosphere
- Explore New New York
- Simple to pick up and play

WE HATE
- Extremely basic gameplay
- Not exactly a massive sprawling adventure

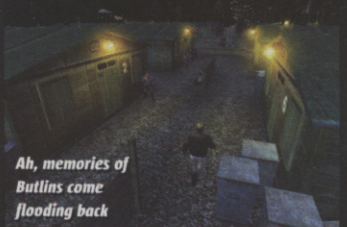
EXCITE METER: OH BABY!! / Yes! / Mmm... / Tingling... / Zzzz... — GAMES

■ PUBLISHER SCI
■ DEVELOPER SCI
■ OUT JUNE 30
XBOX PC
ONLINE GAMING
WWW.SCI.CO.UK/GAMES/BASIC.ASP?VERSION_ID=31

THE GREAT ESCAPE

Only wobbly old gaming granddads are going to care that the 40-year-old Steve McQueen movie by the same name has been made into a game. But even if you're not bothered about the film, its exciting escape-me-do stealth gameplay promises to make it a decent World War II-based action adventure.

It's your job to control a four-man squad of nimble-footed, fast-fingered, smooth-talking, hard-as-nails characters. Their unique abilities combine to form an elite team faced with the stiff task of escaping an 'escape-proof' German POW camp, calling for the levels of cunning that'd put even the foxiest of foxes to shame.



WE LOVE
- Get one over the Nazis
- Heaps of sneaky peaky action
- Crafty team-based action

WE HATE
- Who cares about the movie!
- Environments and characters don't look great

EXCITE METER: OH BABY!! / Yes! / Mmm... / Tingling... / Zzzz... — GAMES

Castlevania® Aria of Sorrow™

WHO'S A PRETTY MONSTER THEN?

Along with introducing numerous new gameplay enhancements, Aria Of Sorrow ups the stakes in the visuals department. In Harmony Of Dissonance the overall look was far brighter and more colourful than Circle Of The Moon, but this time much attention has been focused on getting every bit of the game looking right. The creatures are far more fantastic- and ferocious-looking, the environments more vibrant and the animations more dramatic.

This hot-headed fella blazes around and hunts you down in an effort to burn yo' batty

The animation of the skeletons tearing around on chariots is awesome

■ PUBLISHER
KONAMI
■ DEVELOPER
KONAMI
■ OUT MAY

ONLINE GAMING

IN A NUTSHELL

Konami's newest nightmare sees you whippin' heads and kicking Evil square in the teeth yet again. But tasty new gameplay touches mean Aria Of Sorrow is set to take the handheld Castlevania experience to even higher heights of nasty pleasure.

GAME BOY ADVANCE

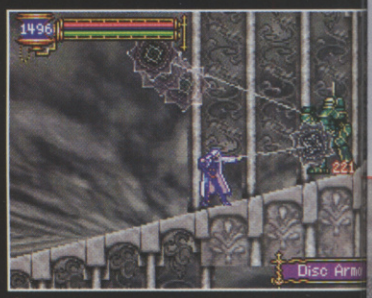
WWW.KONAMI-EUROPE.COM

Lots of us at CVG have woken up in frightening situations, having passed out the previous night from one too many shandies. Only last week Lee found himself trapped under a 15-stone pygmy with a nine-inch candle in one hand and a copy of the Kamasutra in the other.

But none of us has ever opened our eyes in a terrifying castle and been forced to fight armies of hell-spawn and bloodthirsty beasts. This is what happens to the star of Castlevania Aria Of Sorrow, Soma Cruz, a student living in the year AD 2035. Poor sod. Things are about to get super-wild for Castlevania's new hero.

There's more than one way to hook a fish. Soma fires lasers out of his eyes. Phzz-ack!

There's still tons of classic old-skool precision platform action to enjoy this time round



One of the awesome new weapons includes a whopping great buzz-saw yoyo. Nice

I'M A SOUL MAN

Aria Of Sorrow is the third Castlevania title to have a crack on GBA. The overall gameplay and balance of action and puzzles is extremely similar to Harmony Of Dissonance, but this latest spooky quest introduces even nuttier monsters and a brilliant and ferocious new special attack system for Soma to master.

Now you can combine multiple abilities to unleash devastating combination attacks. But what will really get Castlevaniacs flapping their velvet cloaks in excitement is the new soul-stealing and trading aspect of the game. When you've disposed of a foe you can use their attacks, but here's the best bit: you can trade abilities with your mates! And with over 100 attacks and skills to collect you're going to need to trade like mad if you want to get the whole set.

All these new elements promise to add a fresh level of excitement to the Castlevania experience, and prove that the series is still focused on cooking up fresh and dynamic gameplay improvements. Considering the Castlevania games are arguably the best side-scrolling action adventures on GBA, this latest eerie offering with all its funky new features should be the finest frightener of the lot.

The monsters in this fantastic follow-up are far more menacing than in previous Castlevania encounters

Aria Of Sorrow is definitely more violent and bloody than Harmony Of Dissonance. Blurgh!

No one's given the poor boney fool a weapon, so he's been forced to cripple himself and use his leg as a club. Now that's dedication!

CVG OPINION

Aria Of Sorrow could be the biggest leap forward for the series, thanks to the skill-trading, improved visuals, and updated attack system. **Mike**

WE LOVE

- Trading abilities via link cable
- New combination attacks
- Heaps of hefty new monsters

WE HATE

- Repetitive level design
- Puzzles aren't tricky enough

GENRES

EA SPORTS F1 CAREER CHALLENGE

- PUBLISHER EA
- DEVELOPER EA
- OUT JUNE
- x4

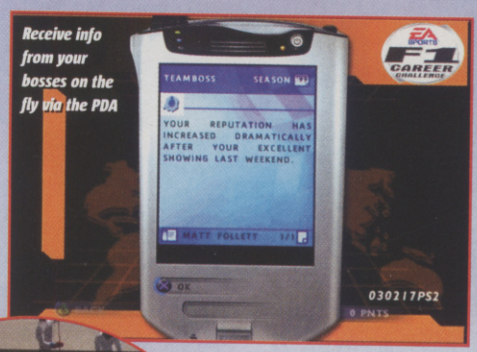
IN A NUTSHELL

EA's F1 brand receives a makeover this year. Career Challenge features an extensive four-season Career mode, along with all the other usual tweaks and adjustments. A well-realised improvement on last year's version of the serious sim.

WWW.EA.COM/EASPORTS

It's really hard not to be cynical about the annual deluge of EA Sports updates. Games that are essentially the same as the previous year's with just a handful of new features and 'refinements' don't qualify as essential purchases in our rheumy, game-weary eyes.

So it's with salty tears of surprise that we greet EA's latest F1 offering. It's got new ideas, whole new game modes and could be the turning point for annual updates. Here's hoping, anyway.



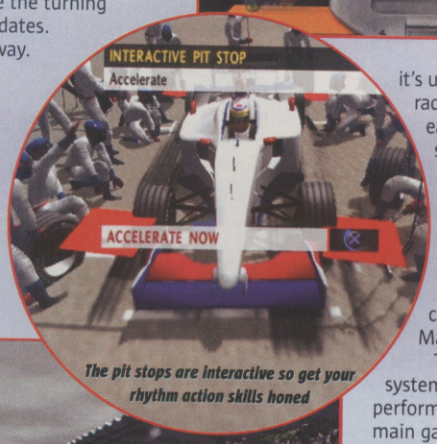
CAREERING ALL OVER THE TRACK

What makes F1 CC different is the fact you can now race as one persona through four entire seasons, from the '99 season to '02. Starting as a rookie, it's up to you to fulfil your racing bosses' criteria and earn the respect of rival stables who might want you to race for them.

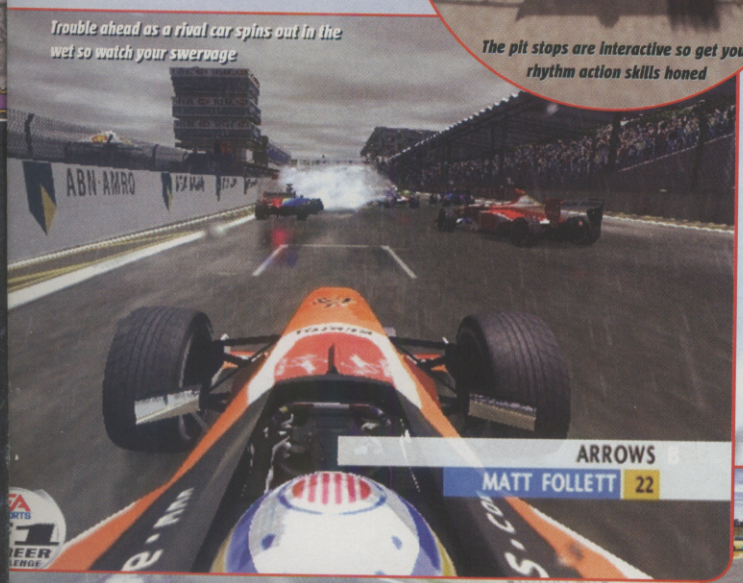
All the data from the four seasons is accurate – down to Schumacher snapping his leg and being out of the competition until 1999's Malaysian GP.

The EA Sports card reward system has been included: performing certain actions in the main game (like overtaking four cars cleanly) unlocks bonus points which you can use to upgrade your game. Also making a welcome return is the slipstreaming, though it's been improved to suck you into the catapult effect more subtly, and propel you forward more realistically than in 2002's game.

Essentially it's still F1 – that's the nature of an F1 game, dummy – but the depth of the Career mode will provide a whole new way to play.



The pit stops are interactive so get your rhythm action skills honed



Trouble ahead as a rival car spins out in the wet so watch your swerve

What you don't get from these images is the frightening sensation of speed

Team Liveries are Work-In-Progress

CVG OPINION

The first of this year's EA Sports games looks set to offer a much needed nitro boost of originality. Let's hope the other big EA Sports franchises follow suit! **Lee**

WE LOVE
- Biggest F1 game to date
- Become a proper F1 driver
- Vastly improved handling

WE HATE
- F1 is so serious... Zzzz
- You can't be M Schumacher
- Last year's game is out of date

EXCITE METER

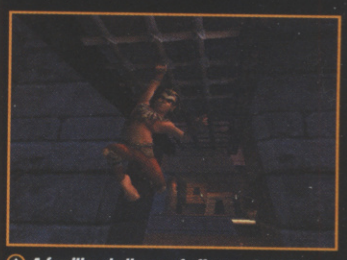
SPHINX

- PUBLISHER THQ
- DEVELOPER EUROCOM
- OUT WINTER

WWW.THQ.COM/SPHINX/

You only need to look at their epic hieroglyphic texts to know that the ancient Egyptians were a dirty bunch. All those giant appendages, buxom-breasted dusky beauties and dodgy fertility rituals probably made for a pretty fun time to live in. Therefore we welcome any original game set against this seedy backdrop with open, ahem, arms.

It's early days for this action-adventure game, but we've latched onto the attention-grabbing screens like an asp to an Egyptian Queen's bosom. Full of Eastern promise – not to mention enormous freakazoid enemies – this is looking sweet and sexy. Expect to read a lot more about Sphinx in the coming months leading up to its Winter release.


A familiar challenge of off-ground touch?

Take on gigantic mystical gods and deities

WE LOVE
- Amazing visuals
- Original game setting
- Huge enemy characters

WE HATE
- Needs to play originally too
- We don't want just another generic action game

EXCITE METER

DANCING STAGE MEGAMIX

■ PUBLISHER
KONAMI
■ DEVELOPER
KONAMI
■ OUT: MAY

ONLINE GAMING

IN A NUTSHELL

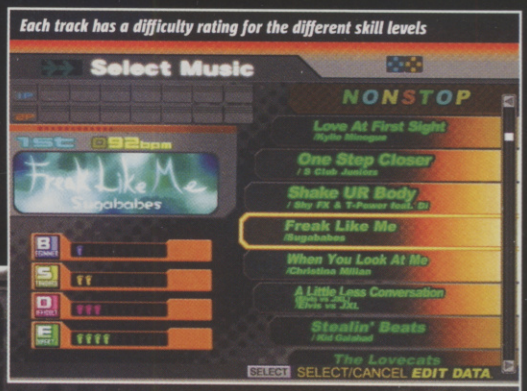
The ultimate party rhythm-action series blasts onto PS2 with a few new gameplay challenges and a great new soundtrack. Best played with a dance mat and loads of mates.

WWW.KONAMI.CO.UK/HOME/GAMES/MUSIC/INDEX.ASP

Posting fireworks through the letterbox, digging sick into the prize flower beds with a wooden spoon... There are loads of ways to really upset your neighbours. Our favourite way of giving the cuss to everyone who lives within a 100 metre radius is to dance to Kylie, Sugababes and, er, S Club Juniors at full volume, wearing huge clogs.

SHAKE YO' BOOTY

Dancing Stage finally comes to European PS2s and with the leap to next-gen comes fresh challenges and an even fresher soundtrack. Step in time to the likes of Kylie's Love At First Sight, JXL's A Little Less Conversation and even The Cure's Love Cats (ask your Mum). A stack of Konami's own tunes have been included too, from nosebleed techno and hard trance to mushy ballads.



Each track has a difficulty rating for the different skill levels

The colourful, brand-new comic book style looks great on the PS2

In Double mode you have to use two mats. If you have 17 legs, it would help

In Workout mode you can see how many calories you burn off. Beats the gym any day

Spectators can sing along to the karaoke-style words if they really feel the urge

Taste is a personal thing of course, but we all reckon they're of a much higher quality than the stuff in the PSone Dancing Stage games.

The biggest differences between this and previous versions lie in the new Double mode where one funked-up foo' has to use two dance controllers (proper hardcore), and in the way you now have to hold one foot down for brief periods while you stomp with your other free foot.

When the arrows form a block of colour, hold your foot down

Admittedly these ain't huge differences. Still, the series' ever-growing band of dance fans would argue Dancing Stage is innovative enough as it is and they're sure to welcome this PS2 version with open arms and gyrating hips. As should anyone with a keen sense of videogame party fun.

PAY IN SWEAT!

You can play Dancing Stage with either a joypad or a dance mat controller. With a pad it's a piece of peas unless you play on Extreme Difficulty settings. With the dance controller most folk will struggle with anything beyond the Standard setting. Practise hard and find your own groove.

Start with Beginner mode if you've never played DS before or if you've got two left feet

Standard mode will be okay for most but Difficult is where you earn respect

Play in Expert mode if you want to raise your blood pressure to dangerous levels

CVG OPINION

All you need for a perfect games party, provided you don't mind looking very silly and can afford the controller(s). We reckon it'll be worth the investment. **Lee**

WE LOVE

- Great new music
- The best party game... ever
- Tasty new presentation

WE HATE

- You need to fork out for mats
- Not much different from PSone
- Still not enough licensed music

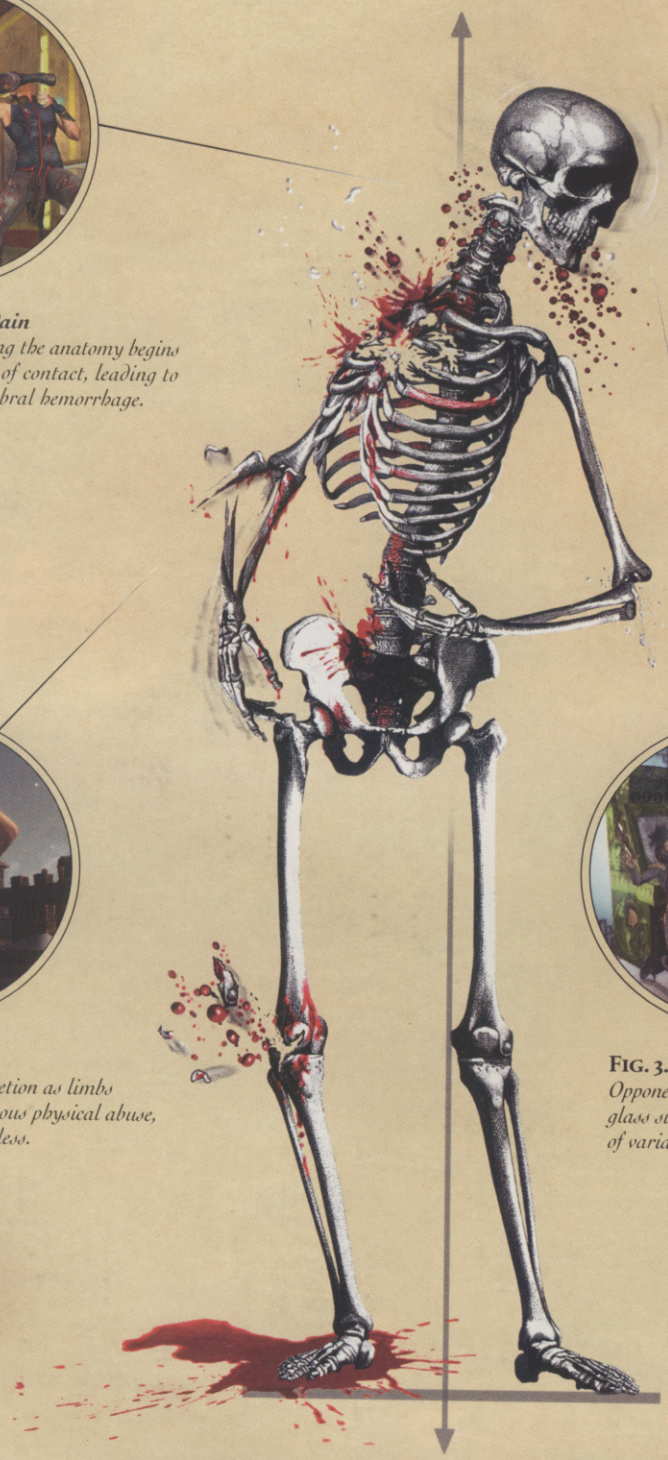
The Human Anatomy

as deconstructed by Tao Feng

FIG. 1. – *Considerable Pain*
The process of deconstructing the anatomy begins with bruising at the point of contact, leading to bloody contusions and cerebral hemorrhage.

FIG. 2. – *Physical Disability*
The deconstruction nears completion as limbs weaken and break from continuous physical abuse, finally rendering the enemy useless.

FIG. 3. – *Environmental Destruction*
Opponents are often hurled into walls and glass situated nearby, resulting in injuries of variable depth and size.



TAO 拳 FENG™
FIST OF THE LOTUS™

The Pain is Real

Microsoft game studios

www.xbox.com/uk/taofeng

ONLY ON XBOX

©2003 Microsoft Corporation. All rights reserved. Microsoft, Fist of the Lotus,Tao Feng, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries.The ratings icon is a trademark of the Interactive Entertainment Ratings Board. The names of actual companies and products mentioned herein may be trademarks of their respective owners.

XBOX™

Ghost Master®

Nothing like a few massive spiders to scare the girlies out of their wits

- PUBLISHER EMPIRE INTERACTIVE
- DEVELOPER SICK PUPPIES
- OUT SUMMER

ONLINE GAMING

IN A NUTSHELL

Part sim, part strategy and part puzzler. Build up a team of ghosts and scare the crap out of the local mortals with your sneaky spells, illusions and trickery.

PC CD ROM

WWW.GHOSTMASTER.COM

Now that's got to hurt – 'terror incarnate' indeed. Let's hope the world's leading despots don't play this game

Let's face it: baddies have all the best lines, the coolest costumes and all the fun. If you're fed up with being a do-gooder, helping little Sim people to buy dishwashers and stop peeing themselves, and would rather scare them out of their tiny minds and send them screaming into the night, then Ghost Master is the game for you.

You play an undead civil servant sent to the town of Gravenville to sort out some supernatural shenanigans. With your own team of ghastly spooks and spectres, you'll travel to various haunted locations, including a huge gothic mansion, an insanity asylum and a Mafia-run boat.

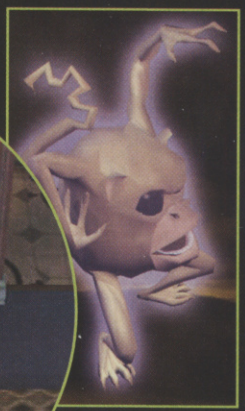
Create a cold spell and the mortals will light fires

DEAD AND LOVIN' IT

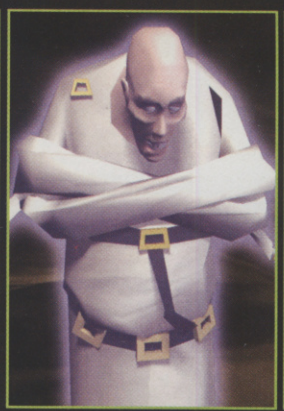
Once there, you'll have to trick, manipulate and lure the resident mortals into helping you lay to rest a few local ghosts who will then join your team. Of course there's still a lot of scaring to be done and during the game you'll be able to accumulate 50 ghosts with over 150 haunting powers with which you can create some freaky goings-on. These include sucking mortals through the floor, making walls bleed and conjuring up hundreds of little ghost spiders. Sounds like quality fun.

RESTLESS SPIRITS

When it comes to scaring the bejesus out of people, these guys are old hands. If you can train them up enough, they'll also turn into awesome superghosts and you'll be thankful they're on your side.



Gremlins are crazy critters that simply love messing with electric objects and causing a few sparks



The Phantoms can be summoned to areas where certain emotional disturbances have occurred

These sneaky spirits just love to create mischief all over the shop and they're cool shape-changers as well

Ghost Master is surely the anti-Sims for 2003. Yes!

Freak out! Make scary magic to put Davids Blaine and Copperfield to shame

CVG OPINION

If you hate the Sims, you'll love this. In fact, even if you love the Sims, you'll probably love this. It's all deliciously evil and we can't wait. **Rhianna**

WE LOVE

- *Innovation and humour*
- *Bucket-loads of fun*
- *Cool effects*

WE HATE

- *Current lack of ghost editor*
- *No multiplayer mode*
- *Slow to start like most sim games*

Viewtiful Joe

The rather strange enemies range from shambling zombies to ballet-dancing beast-men

- PUBLISHER CAPCOM
- DEVELOPER CAPCOM
- OUT: SEPTEMBER

IN A NUTSHELL

Two-dimensional platforming like you've never seen it before. Our eponymous hero morphs from skater dude into super-powerful action hero and back again in hardcore, all-action, side-scrolling levels.

WWW.VIEWTIFULJOE.COM

UPDATE!

Roll out the barrel on three different planes of the game's depth of field. Whoo!

Glowing red enemies signify added danger but you can counter with a well-timed thump

Oh, the horror. Picture the scene: one moment you're a Fred Durst-alike, rappin' and skatin' and cussin' (probably) when all of a sudden you're transformed into a spandex-sporting bubble-butt cartoon superhero movie star. And your mission? To destroy wave after wave of incoming freakazoids in the most stylish way possible.

That little lot is just for starters. Joe also has to make the whole thing look like a stylish action movie by employing his special skills to perform a range of incredible stunts.

Slo-mo your mo-fo enemies, create chain reactions by knocking bad guys into scenery and generally create the slickest action scenes to appear this side of a vintage John Woo movie.

The special attacks create amazing effects such as crazy zooms and vapour trails and it's something you can't ever fully appreciate until you see it in motion.

An indicator shows if your foe is going to hit high or low

"Keep rollin', rollin', rollin' rollin' on. Keep rollin' rollin' rollin' on"

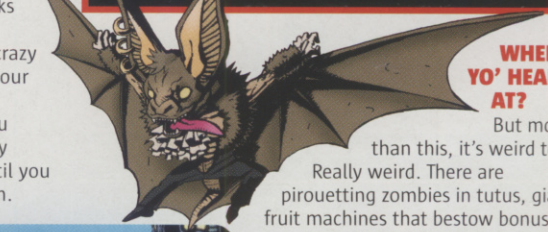
LIVING IN A BOX

Joe's world is all two dimensions and paper scenery, sorta like a bad school play, but intentionally that way. It's because the game is 'bonkers', you see. Besides, the layered cardboard cutout nature of the visuals means that the game can pull some fairly amazing visual tricksiness out of its hat. Readers, prepare to be amazed.

A 2D Joe scampers around the 3D revolving stairway, pursued by a giant cel-shaded barrel

Caper on the dining table while marvelling at the way the action blurs in and out depending on where you are in the level

When Joe slows his enemies down with his special ability the screen zooms right in on the special effects



WHERE'S YO' HEAD AT?

But more than this, it's weird too. Really weird. There are pirouetting zombies in tutus, giant fruit machines that bestow bonuses on you if you thump them hard enough and levels set in and around 19th century European streets and upon lavish banquet tables.

Of course, it's essentially a 2D platform game, but done with such scary originality it could easily show up the recent batch of epic 3D platform adventures as the soulless clones some people, ahem, think they are. Whatever, Viewtiful Joe is guaranteed to be the maddest game you'll play this year.

Use your double-jump skills to get out of tricky situations like this one

What is it with Capcom and the cosmopolitan European street-scene look to its new games?

The target means something especially cool is going to happen if you time your attack right

CVG OPINION

Sure to prove a proper bullet up the ass of traditional platform gaming, Joe's world will suck you in and never let go. Pure insanity in digital form. **Lee**

WE LOVE

- Full of original ideas
- Joe's special abilities will amaze
- Proper hardcore platforming

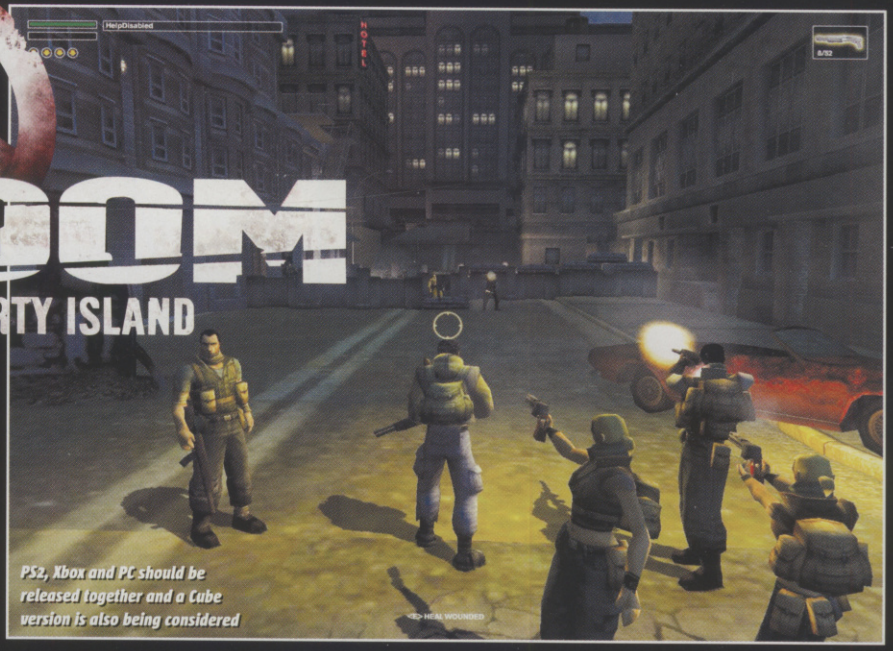
WE HATE

- Could turn out a bit too hard
- It's only on GC, for now...
- Not much mainstream appeal

EXCITE METER

FREEDOM

THE BATTLE FOR LIBERTY ISLAND



PS2, Xbox and PC should be released together and a Cube version is also being considered

- PUBLISHER: EA
- DEVELOPER: IO INTERACTIVE
- OUT: AUTUMN (TBC)
- ONLINE GAMING
- x4

IN A NUTSHELL

From the makers of Hitman. Has been simplified to offer fast and easy-to-manage squad-based tactical action. Not a serious soldiering sim like Flashpoint.

XBOX PC

WWW2.IOI.DK/GAMES/FREEDOMFIGHTER.SHTML

Another month, another plumber to the rescue. Soviets have won the Cold War and invaded New York – who can lead American freedom fighters to liberate Manhattan? Only a plumber called Chris. Obviously.

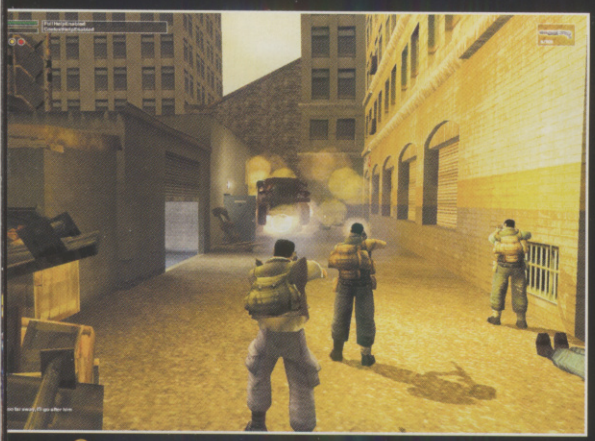
IO has made some major changes since it first announced Freedom, ditching ideas like turn-based strategy modes and focusing on making the tactical squad-based element user-friendly so gameplay is fast-paced, but peppering it with some thinking bits. So, definitely *not* a soldier sim like Flashpoint then.

COMMIE AND GET SOME

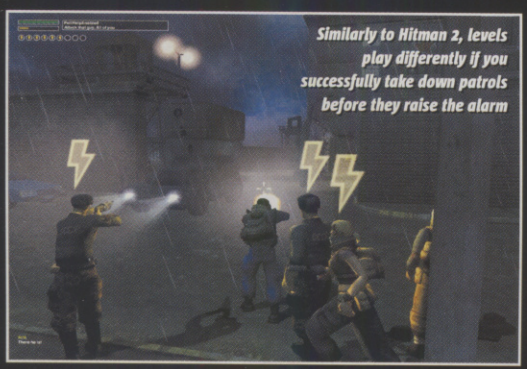
It's now structured into eight chapters, each with sub-chapters like real-time missions playable in any order. They're often interconnected, so successfully completing objectives in one impacts on another. For instance, taking out a chopper refuelling station stops reinforcements in another, tougher sub-chapter.

There are also multiple routes to completing objectives. Not just whether you climb over roofs or stick to the streets while exploring, but also stealthier and more Rambo-like approaches. Real-time lighting means you can take out lights to sneak through some areas, and in one level you can choose to blow up a power plant, making the whole zone darker.

But what has impressed us most so far is the simple team command system and excellent AI of your fellow freedom fighters, taking the pain out of devising tactics and making massive, spectacular firefights feel fast and fun – yet all directed by you.



Take down enemy sergeants to make their grunts a less effective unit



Similarly to Hitman 2, levels play differently if you successfully take down patrols before they raise the alarm

AI will have to be top notch as IO doesn't want to include too many repetitive scripted moments

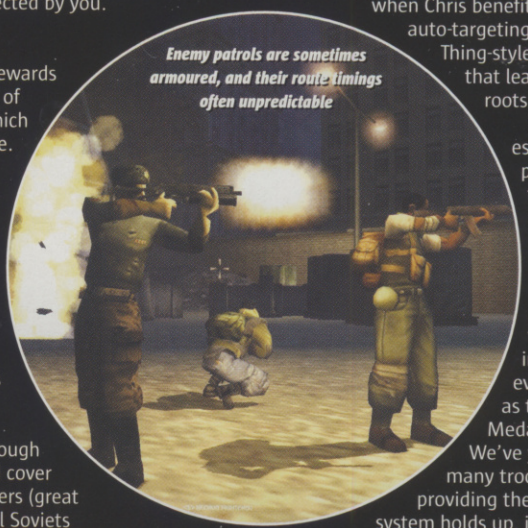
DIRTY DOZEN

A charisma system rewards success with control of up to 12 fighters, which could be a nightmare. But Freedom has no separate team menus or HUDs, and a couple of button taps selects and issues orders like 'Follow Me' or 'Stay Here' to all or individual fighters, who each have icons overhead displaying their status.

They're smart enough to automatically find cover and spy around corners (great for ambushes), or kill Soviets attacking Chris. In one level we saw them clear an area and then, with no further instructions from us, man nearby fixed guns.

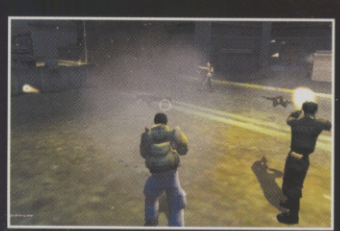
Camera is mostly third-person when Chris benefits from fuzzy auto-targeting, but there's also a Thing-style first-person mode that leaves you to aim but roots Chris to the spot.

This is also especially useful for precisely ordering troops to more distant locations or managing big firefights from a vantage point, which with up to 30 troops involved should be every bit as frenetic as those in recent Medal Of Honor titles. We've yet to see that many troops in action, but providing the AI and command system holds up, it bodes very well.

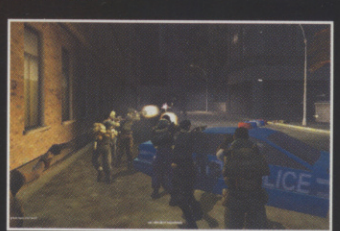


Enemy patrols are sometimes armoured, and their route timings often unpredictable

Chris can jump high and do forward rolls, but his hand-to-hand fighting is very limited



It seems rag-doll physics are almost compulsory in games these days



As you can't carry much you need to think about your tactics and decide what to carry

CVG OPINION

Conflict, SOCOM and The Thing prove there's a growing appetite for console squad-based tactical shooters, so refocusing Freedom makes sense. More soon. **Pete**

WE LOVE

- Simple team control
- Team AI seems genuinely smart
- Split-screen multiplayer

WE HATE

- Less original than before
- Too simple for PC war sim purists
- No co-op or online multiplayer

COUNTER-STRIKE CONDITION ZERO

■ PUBLISHER VIVENDI
■ DEVELOPER RITUAL ENTERTAINMENT
■ OUT JUNE

ONLINE GAMING x32

IN A NUTSHELL

The latest in the hugely popular online team-based terrorist versus counter-terrorist shooter series. Introduces single-player gameplay and AI bots and lets you play with and against humans online. Has been massively delayed but is finally nearing completion.

PC CD ROM

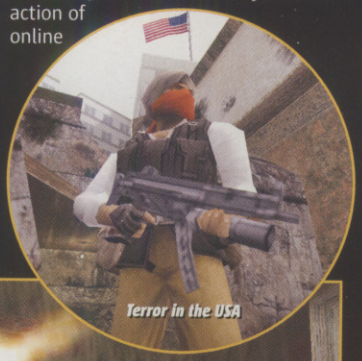
WWW.CS-CONDITIONZERO.COM

It's been almost a year since we last saw Counter-Strike: Condition Zero in action, during which time there's been very little new information about this single-player version of the world's favourite online shooter.

Fear not, though, because CVG managed to get a big old eyeful of the game at the recent Vivendi conference in Berlin. From what we saw, there's plenty to be getting excited about.

GO GO GO!

Thankfully, all of the seat-of-yer-kecks action of online



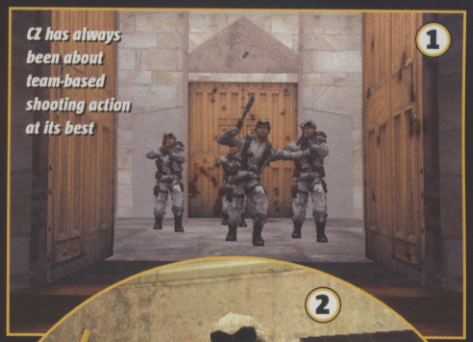
Terror in the USA

Anyone need a light?

Cinematic cutscenes will add atmosphere to each mission

IT CHANGED THE WORLD

Counter-Strike still attracts more online players than every other PC shooter combined. But when the game's more addictive than an England vs Germany World Cup final and more manic than a bevvied-up mosh-pit, it's hardly surprising. What's more, CZ is set to add to this popularity by being backwardly compatible with the original Counter-Strike, and allowing bots to fill empty spaces on servers. Come June, your girlfriend won't see you for dust.



1 CZ has always been about team-based shooting action at its best

2 Hey boys, looks like we've got a live one in the locker room

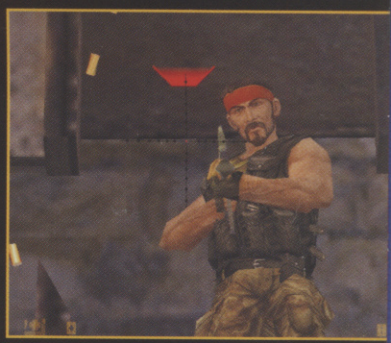
The new skins are a bit tasty

Battle the forces of evil the world over and get to look cool in snow-adapted camo gear

All of your old favourite weapons from Counter-Strike feature in Condition Zero

Counter-Strike is still present and correct, with the AI bots showing a fiendish level of intelligence.

Your role is to lead a team of counter-terrorists in missions to thwart the evil powers of terrorist organisations the world over (or vice versa) by rescuing hostages, diffusing bombs and carrying out a host of other mission objectives. All of which will require team-work, skill and a hefty dollop of tactics.



The look of the terrorist: bulging biceps, bags under the eyes the size of Ginsters pasties

New weapons include a remote-controlled bomb (like a remote-controlled car, only this one will take your head off), and a riot shield to hide behind when the action gets a little too hot to handle. Throw all-new maps, skins and an enhanced engine which purrs like a new Ferrari into the fray, and it all combines to make CZ one to look out for. With a due-date of June this year, the countdown is on.

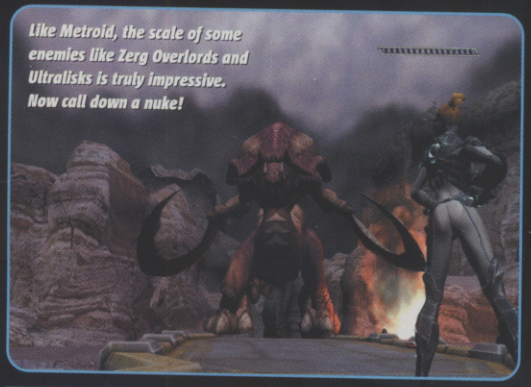
CVG OPINION Classy team-based shooter with challenging AI recreating the the single-player form faithfully. But graphically it's starting to look pretty dated. **Martin**

WE LOVE
- Lifelike AI bots
- 10 new weapons
- Backwards compatibility with CS

WE HATE
- Really dated visuals
- Lack of clear mission objectives
- Still has no fixed release date!

EXCITE METER

StarCraft GHOST


Like Metroid, the scale of some enemies like Zerg Overlords and Ultralisks is truly impressive. Now call down a nuke!

■ PUBLISHER
VIVENDI
■ DEVELOPER
NIHILISTIC
■ OUT: LATE 2003

ONLINE GAMING | TBC

IN A NUTSHELL

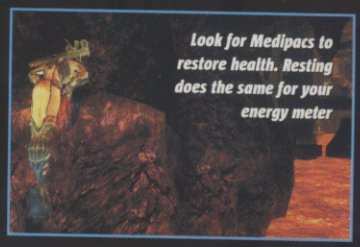
They say: 'tactical-action', we say 'stealth on steroids.' Multiple routes to success, multiple rewards, loads of cool features, abilities and weapons, puzzles, vehicle sections and varied worlds. All on a massive scale.

XBOX | PS2 GC

WWW.BLIZZARD.COM/GHOST

Meet Nova, a strange new breed of hero, based on PC strategy game units deemed so cool they deserve their own games. But where C&C Renegade's Havoc fell on his own combat knife, Starcraft's Ghost operative Nova is too agile to do that.

Nova is employed by the Dominion and her missions are story-driven, sometimes solo, sometimes alongside allies, sometimes in underground facilities, others in open expanses against huge enemy units. But what's getting us really hot are her super-cool gymnastic and techno-psychological (Psi) abilities and weapons.


Look for Medipacs to restore health. Resting does the same for your energy meter

Firebats! Taking out the nozzles to their flame-thrower cannisters is tricky but makes for quick kills

PSI-MON SAYS... DIE

She does backflips, rolls and mega-jumps, shimmies along pipes or walks tightrope-style along the top and hangs upside-down to snipe. All of which you'll do if you want to find different routes (stealthy or otherwise) through massively varied terrain as the Zerg, Protoss and Terran forces battle for control of the Starcraft universe.

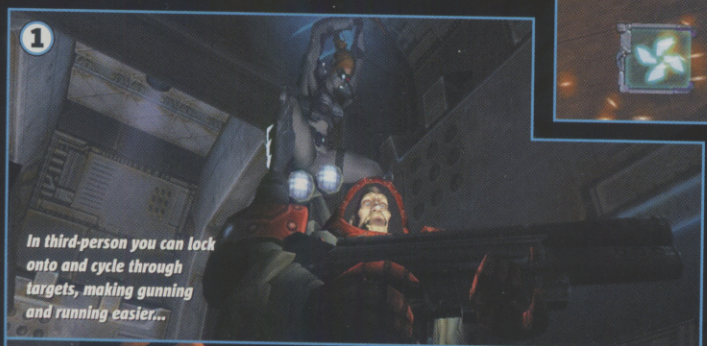
Especially cool are Nova's Psi abilities, like cloaking (see box) and Hyperspeed (solve puzzles like dodging through fast-moving machinery). She can also mentally stun enemies for a short while so they'll never know she was there. Clever girl.

Plans to include training to enhance Nova's abilities are still being considered, but some already improve as you progress, opening up new options for tackling levels. For instance, all enemies have sweet spots for sniping but sometimes Nova can call in help to identify them, then use a thermal-imaging style info-gathering mode to pin-point them.

GHOST IN THE MACHINE

This mode also shows icon-style prompts for nearby equipment she can interact with, like using skills for lock-picking and hacking, which become mini-games in their own rights.

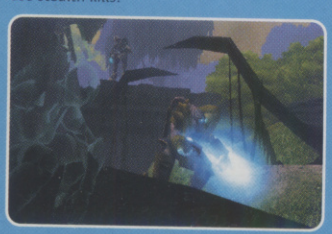
Nova's standard firepower, a rifle and grenades, also gets more kick-ass, but by far her coolest weapons are Call-Downs. She must earn them and they're limited, but they're a vital tool and often spectacular, ranging from uncloaking, irradiating and nuking enemies, to calling in air strikes and Siege Tanks! More soon.


1 In third-person you can lock onto and cycle through targets, making gunning and running easier...

2 ...while first-person has a huge zoom that works with abilities like Sight for seeing through distant walls and precision Call-Downs

QUICK, HIDE

Ghost is packed with cool-looking features, but one we're most looking forward to experimenting with in depth is Nova's cloaking device. It runs off a depleting energy meter, so she's always got to watch the clock. An indicator bar shows how visible she is, which is determined by factors like how much light and noise there is. So even with a cloak she'll sometimes need to hug shadows, duck into waterfalls and use stealth kills.



Standing perfectly still out in the open is usually madness... unless you're cloaked

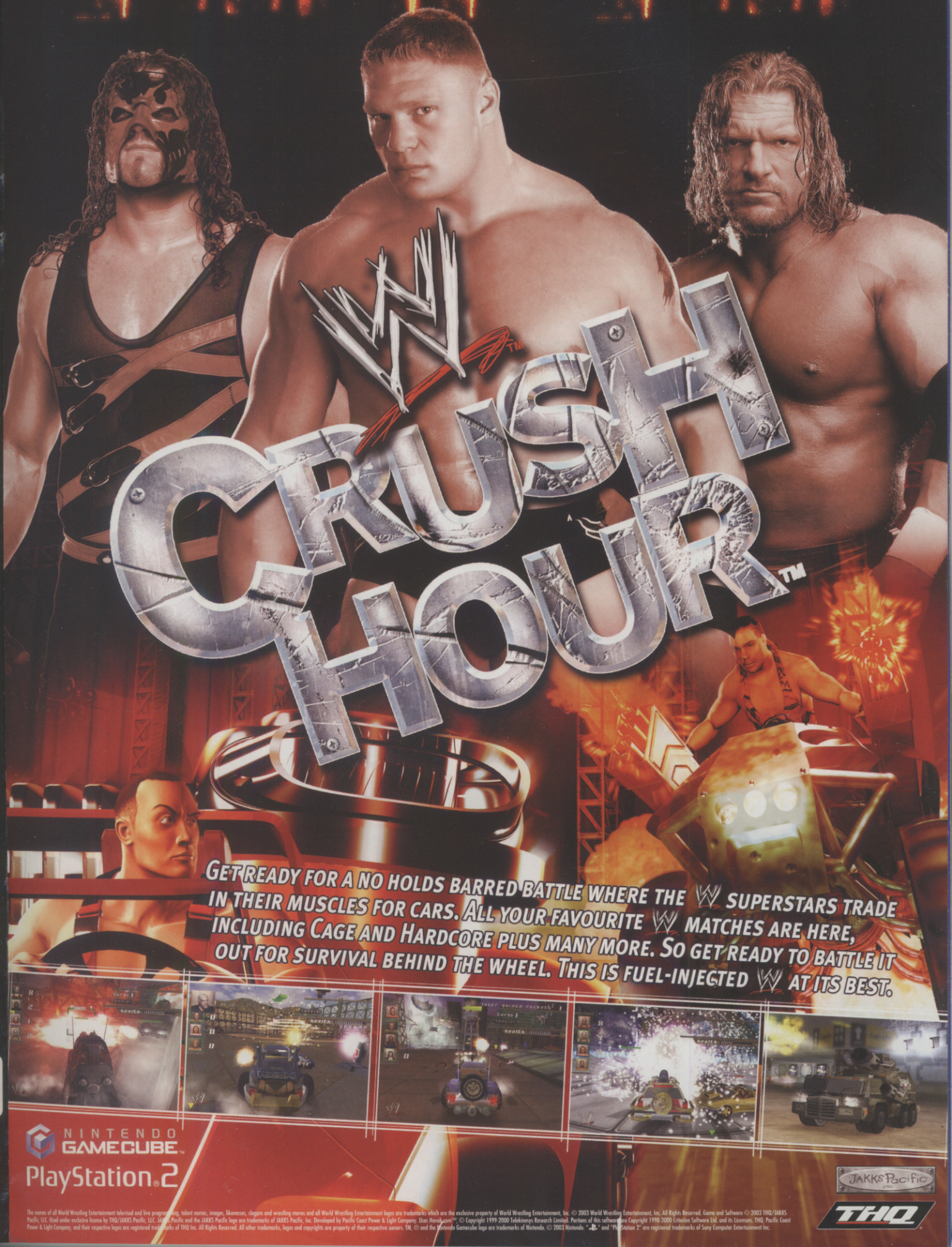
CVG OPINION

If it's all properly implemented, Ghost should be a belter, though PC gamers may be cheesed off 'their' universe has been hijacked for console. **Pete**

WE LOVE
- Lots of player choice
- Nova's ace abilities and weapons
- Cool universe even for newcomers

WE HATE
- Not on PC
- Starcraft II RTS gone AWOL
- Waiting to know Xbox Live details

CRUISIN' FOR A BRUISIN'!



WWE CRUSH HOUR™

GET READY FOR A NO HOLDS BARRED BATTLE WHERE THE WWE SUPERSTARS TRADE IN THEIR MUSCLES FOR CARS. ALL YOUR FAVOURITE WWE MATCHES ARE HERE, INCLUDING CAGE AND HARDCORE PLUS MANY MORE. SO GET READY TO BATTLE IT OUT FOR SURVIVAL BEHIND THE WHEEL. THIS IS FUEL-INJECTED WWE AT ITS BEST.

NINTENDO GAMECUBE™

PlayStation.2

JAKKS Pacific INC.

THQ

The names of all World Wrestling Entertainment televised and live programming, talent names, images, likenesses, slogans and wrestling moves and all World Wrestling Entertainment logos are trademarks which are the exclusive property of World Wrestling Entertainment, Inc. © 2003 World Wrestling Entertainment, Inc. All Rights Reserved. Game and Software © 2003 THQ/JAKKS Pacific, LLC. Used under exclusive license by THQ/JAKKS Pacific, LLC. JAKKS Pacific and the JAKKS Pacific logo are trademarks of JAKKS Pacific, Inc. Developed by Pacific Coast Power & Light Company. Uses Havok.com™. © Copyright 1999-2000 Telekinesys Research Limited. Portions of this software are Copyright 1998-2003 Criterion Software Ltd. and its Licensors. THQ, Pacific Coast Power & Light Company, and their respective logos are registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners. TM, ® and the Nintendo Gamecube logo are trademarks of Nintendo. © 2003 Nintendo. "PS" and "PlayStation 2" are registered trademarks of Sony Computer Entertainment Inc.

INCOMING OVERLOAD!

SO MANY GAMES HAVE LANDED ON THE CVG DOORSTEP THAT WE CAN'T FIT 'EM ALL IN

■ PLAYERS TBC ■ FORMAT PS2, XBOX, GC
■ ONLINE GAMING YES ■ PUBLISHER ACCLAIM
■ DEVELOPER CLIMAX ■ OUT MAY
■ WWW.ACCLAIM.COM

SPEED KINGS

Graphics sit in a strange limbo between cartoon and photo-realistic

Though it's made by the same folks, this is like the anti-Xbox MotoGP.

Where the Ultimate Racing Technology series is about pure motor biking realism, Speed Kings throws Tony Hawk-style challenges and much more fun into the mix. Shaping up very nicely; we'll have more next issue.

■ PLAYERS 1 ■ FORMAT PS2, GC
■ ONLINE GAMING NO ■ PUBLISHER KONAMI
■ DEVELOPER KONAMI ■ OUT MAY
■ WWW.KONAMI.COM

FROGGER BEYOND

Maybe not the first big name you might associate with publishing giant Konami, Frogger still earns some respect as an amphibious action hero.

It's essentially a puzzle game: you have to hop from square to square avoiding the hazards and solving simple conundrums. Mario it ain't, but your idiot younger brother will probably like it.

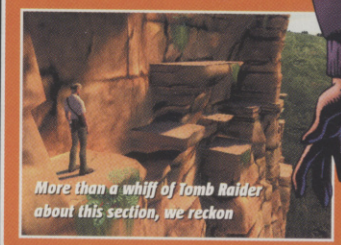
The original (green) hip-hop master makes his debut on GameCube

■ PLAYERS 1 ■ FORMAT XBOX, PS2, PC ■ ONLINE GAMING NO ■ PUBLISHER THQ
■ DEVELOPER REVOLUTION SOFTWARE ■ OUT: OCTOBER ■ WWW.REVOLUTION.CO.UK

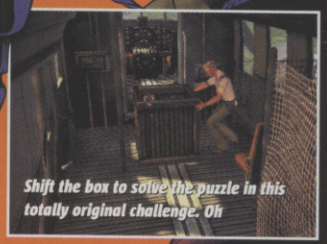
BROKEN SWORD: THE SLEEPING DRAGON

This third instalment in the mega-popular adventure series promises a revolutionary new interface. No one's seen it yet, but we reckon everyone would agree traditional point-and-click is deader than month-old roadkill.

Until we get a sniff of how well it works we'll have to make do with fresh info on the places you'll visit. Globe-trot through steamy Congo jungles, spooky castles in Prague, cosmopolitan Parisian back streets and the druid-tastic Glastonbury. Sure to be epic.



More than a whiff of Tomb Raider about this section, we reckon



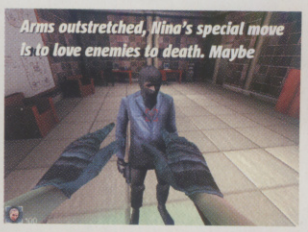
Shift the box to solve the puzzle in this totally original challenge. Oh

■ PLAYERS 1 ■ FORMAT PC
■ ONLINE GAMING NO ■ PUBLISHER CITY INTERACTIVE ■ DEVELOPER DETALION ■ OUT MAY
■ WWW.CITY-INTERACTIVE.COM/NINA/NINA.HTML

NINA – AGENT CHRONICLES

With real-life model Iza Czarnecka digitised into the game, Nina is a first-person action title that sees your paranormal heroine stealing her opponents' brain patterns and leaving them a useless husk of humanity.

It's what being a femme fatale is all about, and you get to tag along. To be released at a budget £19.99 too.



Arms outstretched, Nina's special move is to love enemies to death. Maybe

■ PLAYERS 1 ■ FORMAT GC
■ ONLINE GAMING NO ■ PUBLISHER CAPCOM
■ DEVELOPER CAPCOM ■ OUT AUTUMN
■ WWW.CAPCOM.CO.JP/PN03

P.N.03

Enemies are rock hard and to win you must learn their pattern

What do you get when you cross your Space Invaders spacecraft with Ulala from Space Channel 5? P.N.03's Vanessa Schneider, that's what.

We only had a short go before Capcom's security guards arrested us for breaking into their offices, but it's coming along nicely as a pure arcade adrenalin rush, mixing dancing with destruction.

■ PLAYERS 1-4 ■ FORMAT PS2, PC, XBOX
■ ONLINE GAMING NO ■ PUBLISHER CODEMASTERS
■ DEVELOPER CODEMASTERS ■ OUT MAY
■ WWW.CODEMASTERS.COM/INDYCARSERIES

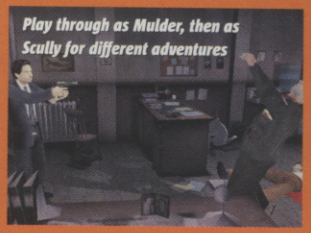
INDY CAR SERIES

Indy car racing is fast, dangerous and just perfect for videogames

More frighteningly human-like AI from Codemasters, this time behind the wheel of 220mph cars.

The developers mucked about with the best AI drivers they made, then developed these to create generation after generation of improved artificial intelligence. Clever stuff; let's hope the rest of the game is as comprehensive.

■ PLAYERS 1 ■ FORMAT PS2, XBOX ■ ONLINE GAMING NO ■ PUBLISHER VIVENDI ■ DEVELOPER BLACK OPS ■ OUT WINTER ■ WWW.SIERRA.COM/SIERRA/PRODUCT.DO?GAMEPLATFORMID=323



Play through as Mulder, then as Scully for different adventures

THE X-FILES: RESIST OR SERVE

This is set way back in season seven, when Mulder and Scully were still partners. Before it went pants, basically.

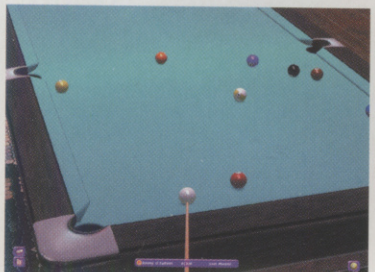
Looking and playing a lot like X-Files-meets-Resident Evil, this survival horror adventure is split into three authentic-style episodes, each one with a cool scene-setter, title credits and a "To Be Continued" at the end. Fans will love it.

■ PLAYERS 1-2 ■ FORMAT PS2, PC, XBOX ■ ONLINE GAMING NO ■ PUBLISHER CODEMASTERS
■ DEVELOPER CODEMASTERS ■ OUT MAY ■ WWW.CODEMASTERS.COM/SNOOKER2003/FRONT.PHP

WORLD CHAMPIONSHIP SNOOKER 2003

The biggest enhancement over last year's smacky ball-o simulation is the inclusion of a pool mode to accompany the superb snooker action.

Apparently your rivals have AI based on 'neural networks', so you can expect the most human-like opponents ever.



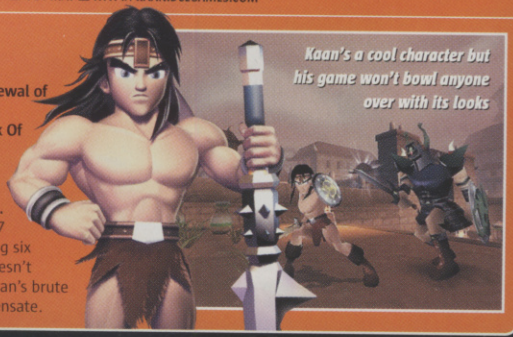
Looks unexciting but should play like a treat

■ PLAYERS 1 ■ FORMAT PS2, PC ■ ONLINE GAMING NO ■ PUBLISHER DREAMCATCHER GAMES
■ DEVELOPER EKO SOFTWARE ■ OUT MAY ■ HTTP://KAAN.DCEGAMES.COM

KAAN

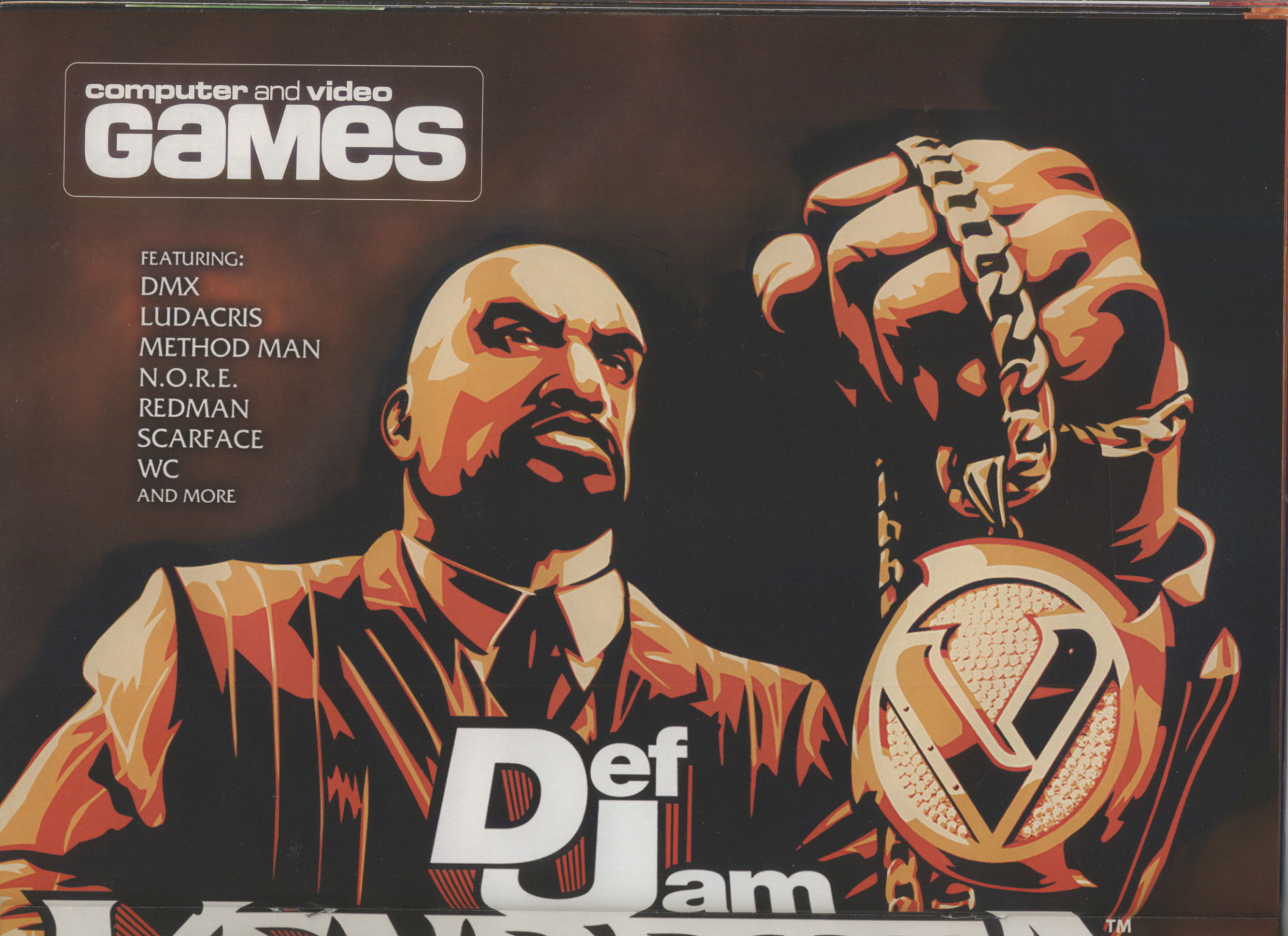
Billed as the "renewal of hack and slash" (what about The Mark Of Kri?), this colourful adventure features a barbarian hero on a quest to save his world.

Face off against 27 different enemies using six different weapons. Doesn't seem like a lot, but Kaan's brute strength might compensate.



Kaan's a cool character but his game won't bowl anyone over with its looks

computer and video
GAMES


computer and video
GAMES
FEATURING:
DMX
LUDACRIS
METHOD MAN
N.O.R.E.
REDMAN
SCARFACE
WC
AND MORE
Def
Jam
TM

VENDETTA
EA SPORTS
BIG

CAPCOM®
VS.
SNK 2
EO
MILLIONAIRE FIGHTING 2001

Harry Potter
AND THE CHAMBER OF SECRETS™
WIDESCREEN EDITION
DVD VIDEO
OWN IT ON DVD VIDEO & VIDEO
FROM 11TH APRIL AT SANITY ENTERTAINMENT
© 2003 Warner Home Video. Harry Potter Publishing Rights © J.K. R. HARRY POTTER, characters, names and related indicia are trademarks of and © Warner Bros.
www.harrypotter.co.uk

CHALLENGE CVG

PRO EVOLUTION SOCCER 2 TOUR SPECIAL

EVERYONE FANCIES THEIR CHANCES AT A GAME OF FOOTIE. DON'T WANT TO RAIN ON YOUR PARADE OR NUFFINK, BUT...

WE DON'T BRAG WE JUST WIN

Pro Evolution Soccer 2 is the football game of champions. As our very own PES2 champ David Sefah laid waste to all his challengers in Walthamstow, we decided to hold an informal tournament on the side. It wasn't planned, but you lot were all saying how you so nearly claimed the £50 prize for beating David – we just had to see what you were made of.

Destiny decreed that a CVG hero of yore, none other than Steve 'Saint & Keysie' Key, step up to the Winning Eleven 6: Final Evolution pod and take charge. Gammy leg, crutches and all, Steve presented a suitably menacing figure. However, not ones to be discouraged, the challengers, they did come...

Challenger Femi (left) has a rocket pack ready to fly out of trouble if needed

THAT ALL YOU'VE GOT 'ARRY? MY MUM PLAYS BETTER THAN THAT!

Does Steve look like a man who's about to lose? No. Does Harry? Well, a little bit perhaps

Steve making good use of his inner-ear eyeball to keep track of the game. Weird

THIS IS A MAN'S GAME. IF YOU CAN'T TAKE IT, DON'T GET INVOLVED

1 ROUND ONE: HARRY YIABON, AGE 23 FRANCE V ENGLAND

Steve, you have to understand, has been playing the Pro Evo series since before PlayStation. It's in his blood. Steve's blood was boiling after Harry committed an early foul. 17:46 minutes on the clock and Owen put England 1-0 up. Credit to Harry, though – he showed masterful technique with great passing work. But inside of a five-minute game he didn't have a chance to level the playing field.

VERDICT: GOOD EFFORT THE VISITORS

THE CVG SCHOOL OF EXCELLENCE

One thing this Pro Evo tournament helped us realise is that we're great. We're great now, we were great then, and we'll continue to be great in the future. We were born great, and we'll die great. Greatness isn't something you can buy, it's something you're blessed with. There are skills and there is genius. CVG has both. That's why we win (apart from last month, Davies).

And this is why you must kneel with your right hand on your chest every time you mention the name CVG from now on. Tell somebody close to you how great CVG is today. But if you can't accept this, put pen to paper and tell us why we should waste our time proving the point. Well, we're waiting...

2 ROUND TWO: FEMI PAUL, AGE 19 FRANCE V ENGLAND

Femi took a while to get set up, and looked about ready to play the beautiful game with finesse. As it turned out we've never seen so many fouls in a five-minute session – 'blood on the dance floor', as Femi put it, trying to laugh it off. And so with tactics learned from psfan.com, but fouls all his own, Femi managed to score a winner with Zidane for France – incredibly from a free kick given against Steve.

VERDICT: FILTH! PURE FILTH!

Is that a smug smile or what. Has Femi no shame!

COME ON! HAVE IT!

You think you're pretty good, right? You think you could just walk into our office and beat us on any game you could name, make us cry? You really think so? Well, come on then! Let's see if you're good for the challenge! Write and tell us which game you think will bring us to our knees, and we'll invite you to our office for a showdown. You versus CVG: think you can handle it? Fill in the form!

HELLO, MY NAME IS: .....

BUT YOU MUST CALL ME..... [nickname]

AND I'M ..... [age]

I AM THE BEST AT: ..... [game name]

MY ADDRESS IS:.....

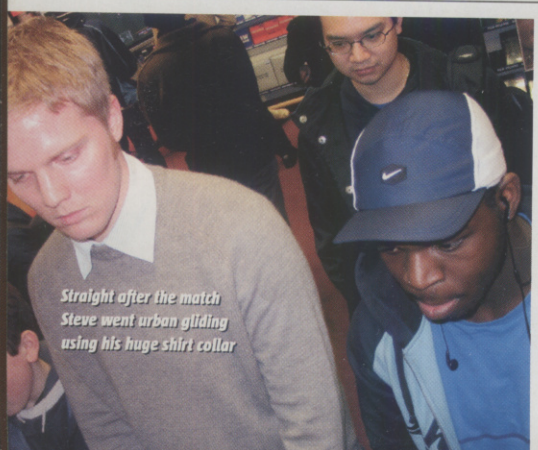
.....

DAYTIME TELEPHONE NO: .....

EVENING TELEPHONE NO: .....

EMAIL: .....

Send to: CVG Reader Challenge, CVG magazine, Dennis Publishing, 30 Cleveland Street, London W1T 4JD



Straight after the match Steve went urban gliding using his huge shirt collar

2 ROUND THREE: TIMI ADEGBOYE, AGE 18 BRAZIL V ENGLAND

Last up, Timi – another tactician. He played Brazil with a big heart, and there were some genuine murmurs of appreciation from the small group of spectators. Timi played Brazil as Brazil. The game hung in the balance with Steve's methodical, probing play versus the flamboyant Timi approach but Steve came out on top with a last minute stab from Owen.

VERDICT: PASS THE TISSUES

FIVE-MINUTE GAMES ARE FOR LOSERS. SEE, I LOST...

LIGHTS.....CAMERA.....ATTACK!!!

"There's action! There's suspense! There's no MSG!"
— Chad

"★★★★"
— Brian

"Imagine a movie where every scene is a fight scene. Now imagine that movie is a video game that you don't have to imagine because it's real and not imaginary."
— Drew

Kung Fu Chaos™

Face Full of Fists!

DIRECTED BY SHAO TING

Kung Fu Chaos is the story of director Shao Ting's mad obsession to assemble top 70's martial artists – throw them onto movie sets and have them beat the duck sauce out of each other. With 21 big-budget locations, 8 hot-tempered actors and a cameo by a mystery master, it's never the same movie – er, game twice.

Microsoft game studios

Just Add Monsters

ONLY ON XBOX

www.xbox.com/uk
www.kungfuchaos.com

XBOX™

©2003 Microsoft Corporation. All rights reserved. Microsoft, Xbox, the Xbox logos, and Kung Fu Chaos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. Other products and company names mentioned herein may be trademarks of their respective owners. This is a parody of a typical 1970's movie poster. The ad does not intentionally represent any specific movies, establishment, or any individual living or deceased. Additionally, the reviews are fictitious, and any perceived connection to an actual movie review is purely coincidental.

GET THE MOST OUT OF THE GAMES YOU'VE GOT

EXTENDED PLAY

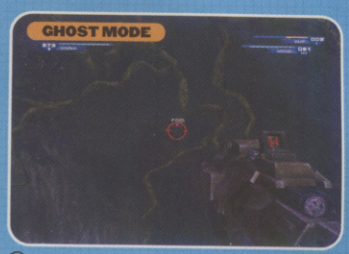
Getting lost in London's mean streets in The Getaway? Shooting some way off target in Metroid Prime? Consult our killer tips and *cheat* your way to glory! Practising's for wimps

UNREAL 2: THE AWAKENING

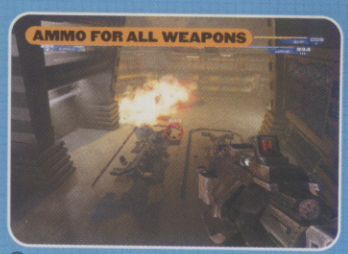
Here 'awakening' equals 'cheating'. Press ~ while playing the game to bring down the console. Type in BeMyMonkey to enable cheat mode then enter one of the following codes. Re-enter BeMyMonkey to disable any cheats.

GOODIES

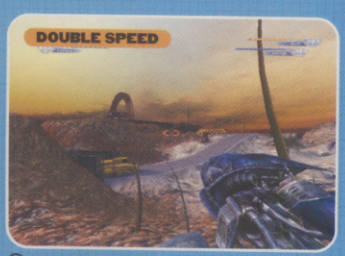
GOD



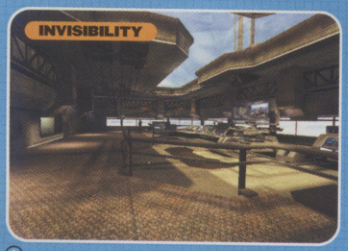
GHOST



ALLAMMO



TOGGLESPEED



INVISIBLE

NEXTLEVEL

METAL GEAR SOLID 2 SUBSTANCE

- **DIGITAL CAMERA**

Finish the whole of the main game to unlock the digital camera.

- **BOSS SURVIVAL**

Finish Plant and Tanker chapters.

- **CASTING THEATRE**

Finish Plant and Tanker chapters.

- **SNAKE INFINITE AMMO**

Collect more than 40 dog tags on the Tanker chapter (you will have to beat the game on different difficulties to do this) to receive the infinite ammo bandana for Snake.

- **SNAKE STEALTH**

Collect more than 80 dog tags on the Tanker chapter (you will have to beat the game on different difficulties to do this) to receive the stealth suit for Snake.

- **RAIDEN INFINITE AMMO**

Collect more than 80 dog tags on the Plant chapter (you will have to beat the game on different difficulties to do this) to receive the infinite ammo wig for Raiden.

- **RAIDEN STEALTH**

Collect more than 120 dog tags on the Plant chapter (you will have to beat the game on different difficulties to do this) to receive stealth camo for Raiden.

- **RAIDEN INFINITE GRIP WIG**

Collect more than 160 dog tags on the Plant chapter (you will have to beat the game on different difficulties to do this) to receive the infinite grip wig for Raiden.

- **RAIDEN INFINITE OXYGEN**

Collect more than 200 dog tags on the Plant chapter (you will have to beat the game on different difficulties to do this) to receive the infinite oxygen wig for Raiden.

- **M9 FOR SNAKE TALES**

Beat a Snake Tale to unlock the M9. You will start with the M9 the next time you play that tale. Beating a boss with the M9 usually results in a different ending.

- **NINJA RAIDEN VR**

Finish more than 50 of Raiden's VR missions.

- **PLISKEN VR**

Finish more than 50 per cent of Snake's VR missions.

- **TUXEDO SNAKE**

Finish 100 per cent of Plisken's VR missions.

- **METAL GEAR SOLID SNAKE**

Finish 100 per cent of Tuxedo Snake's VR missions.

- **NAKED RAIDEN**

Finish 100 per cent of Ninja Raiden's VR missions.

- **PHOTO MODE SNAKE VR**

Complete all Bomb Disposal, Eliminate and Hold Up (alternative missions).

DEVIL MAY CRY 2

- **DANTE'S MISSION SELECT AND ALTERNATIVE COSTUME**

Finish Dante's game on Normal.

- **LUCIA'S MISSION SELECT AND ALTERNATIVE COSTUME**

Finish Lucia's game on Normal.

- **HARD MODE AND BLOODY PALACE**

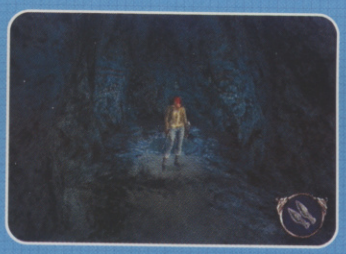
Finish both Dante and Lucia's games on normal.

- **MUST-DIE MODE AND SECOND COSTUMES**

Beat the game on Hard mode with each character.

- **THIRD COSTUMES**

Finish both of the characters' games on Must-Die mode.



VEXX

Get over your Vexxation: enter the following codes at the Cheat screen.

- **INVINCIBILITY**

XXEVREWOP

- **LEVEL SELECT**

XXEVPRAW

- **SUPER JUMPS**

XXEVNOOM

YOUR BEST TIPS

If you've got a star-quality tip that you want to share or if you'd like our resident expert Barny to answer a query, send it into us at:

CVGTIPS@DENNIS.CO.UK

THE DOGHOUSE,
COMPUTER AND VIDEOGAMES,
DENNIS PUBLISHING,
30 CLEVELAND STREET,
LONDON W1T 4JD

QUANTUM REDSHIFT

Dave from London has sent in the following codes, not yet included in CVG. To enable Cheats you must enter your name as CHEAT. This unlocks the Cheat menu where the rest of the codes can be entered.

- **ALL PILOTS**

Nematode

- **ALL TRACKS**

headSLAP

- **UNLIMITED SHIELDS**

ThinkBat

- **ALL SPEED CATEGORIES**

zoomZOOM

- **ALL EASTER EGGS**

CHOCchoc

REIGN OF FIRE

- **ALL LEVELS**

Input 9XL?GSB78 as a password.

CONTRA: SHATTERED SOLDIER

- **30 LIVES**

To start Normal difficulty with 30 lives, just tap in Up, Up, Down, Down, L1, R1, L2, R2, L3, R3 at the title screen on the second PS2 control pad and away you go.

PHANTASY STAR ONLINE EPISODE 1 AND 2

● DRESSING ROOM

Complete all the different areas and quests on Normal difficulty. You will then need 10,000 Meseta to use it. You can only change the clothes and hair colours of your character. If you are an android, you can also change heads.

● HARD MODE

Finish either episode on Normal to unlock offline Hard mode. Reach level 20 with your character to access Hard mode online.

● VERY HARD

Feeling extra-tough? Finish either episode on Hard to unlock offline Very Hard mode. Reach level 40 with your character to get Very Hard mode online.

● ULTIMATE

Finish either episode on Very Hard mode to get offline Ultimate mode. Get your character to level 80 to unlock Ultimate mode for online.

SHINING SOUL

● ADVANCE MODE

Finish the game once with any character. Advance mode is harder and contains some new enemies.

THE GETAWAY

Tap in the following codes before the main menu, and a sound will confirm correct entry.

● INFINITE AMMO

Up, Down, Left, Right, Triangle, Up, Down, Left, Right, Square.

● FREE ROAM AND CREDITS

Triangle, Triangle, Triangle, Left, Square, Triangle, Triangle, Triangle, Left, Circle.

RESIDENT EVIL 0

● SECOND COSTUMES

Finish the game with any rank on normal or harder and then start a new game. A key will appear in your inventory that unlocks the cupboard in the room where you get the Hunting Gun.

● LEECH HUNTER MINI-GAME

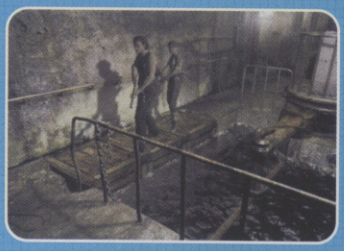
Beat the game with a B, C or D rank

● SUBMACHINE GUN

If you finish the game with an A rank, you'll be able to get the Submachine Gun and Leech Hunter mini-game.

● ROCKET LAUNCHER

Finish the game with an S rank to get the Rocket Launcher, Submachine Gun and Leech Hunter mini-game.



SPLINTER CELL

Press F2 to bring down the console window then type in one of the following codes and press Enter.

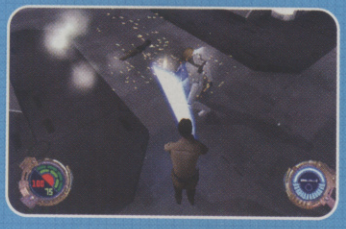
God mode	invincible 1
Disable God mode	invincible 0
Health	health
Invisibility	invisible 1
Disable Invisibility	invisible 0
Full Ammo	ammo
Flight mode	fly
No clipping	ghost
Disable flight and no clipping	walk
Freeze enemies	playersonly
No enemies	killpawns

JEDI KNIGHT II JEDI OUTCAST

The following codes were sent in by James Riley from Devon

● CHANGE LIGHTSABER COLOUR

After you acquire the lightsaber. Hold down Shift and ¬ to display the console. Type in helpusobi 1 to activate cheats then type in sabercolor followed by one of these colours. Red, Orange, Yellow, Green, Blue, Purple. To activate it press Enter.



REALLY STUCK?

Absolutely stumped on a game? Ridiculed by your mates? There is hope:

THE COMPUTER AND VIDEO GAMES TIPS HELPLINE.

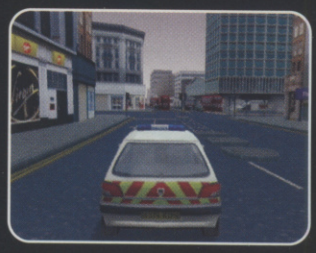
0906 466 4659

Open seven days a week, 8am-11pm. On the very rare occasion that they can't help, your query will be passed on to a support team, who guarantees to find you an answer within 24 hours.

Calls cost £1.50 per minute at all times. Charges will appear on your standard telephone bill. If you do not pay the bill yourself, seek permission from whoever does before calling. In case of problems, please call Customer Services on 0870 800 6155.

BARNY'S PROBLEM CORNER

Is your brow furrowing into a deep crease? Allow Barny to sort out all your problems. Although he's not much cop at girl questions



THE GETAWAY

Q. I keep losing the level where you escort the police van. The car I am meant to chase always gets away.
Jera via email

A. *From the start keep your eyes peeled for the Range Rover that rams the last police car. Start chasing it as soon as you can. Learn the Range Rovers route like the back of your hand. Once you can anticipate when it will turn you will be able to ram it more effectively. All you have to do is smash it until it is a smoking wreck. Afterwards follow your indicators back to the prison van.*

TOMB RAIDER 2

Q. I've only just got Tomb Raider 2 and I am stuck on the oil rig level. I pulled some crates to find a switch at the beginning to escape from my cell but once I get outside there are two men with guns who kill me as my weapons were taken away at the start of the level. I really need to get some guns to kill them but I can't find any.
Anon via email

A. *Once you are outside of your cell turn and run past the armed men. Once you reach the top room stand by the windows until the man with the gun shoots at you and hopefully shatters the glass. Go through the glass and flip the switch on the right. Jump into the water and swim under the plane. Get in the plane and press the switch there. Jump back into the water and get out of the water near your cell. Return to where you press the first switch past the glass and use the ledge in front of the planes to propeller to do a long jump onto the plane's wing. Stand on the grey panel on the plane to drop into the interior. Inside are your pistols.*

RETURN TO CASTLE WOLFENSTEIN

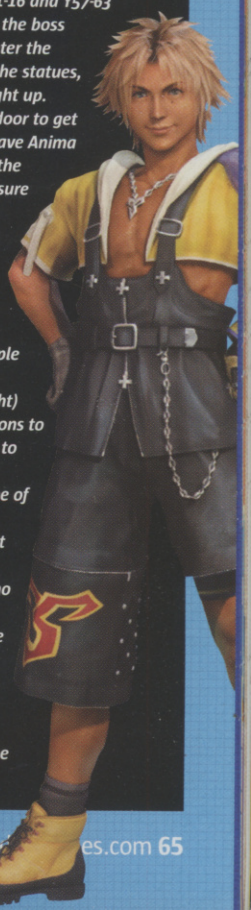
Q. I'm really stuck on the sneaking part where you have to infiltrate the supply compound. You start in the forest and you have to move around without being detected by the Germans in the towers. As soon as you kill one of them you get detected by someone else. Whatever I do never works. Please help me get past this stupid level.
Dan Smith, Cheshire

A. *The best and easiest way to get past this level is to not kill everyone. When you reach the section where there is a guard tower you should run round to the blocked-off tunnel on the right and from there sneak across the hilly area on the right-hand side. This way no one will spot you. When you reach the back of the area run around to the left while sticking to the edge. Again no one will see you. Run over to the tunnel entrance on the left and go through to a small access tunnel on the right-hand wall. Go up the ladder. From here you can easily sneak round to the next tower in the distance and attack it from behind where you will not get detected. Once you've cleared it use the sniper rifle to kill all the guards you can see in the camp. Enter the camp through a gap in the side. You should easily be able to dispatch the guards in the camp without being seen to finish the level.*

FINAL FANTASY X

Q. I've been playing this for ages. Where can I get the other Aeons I've heard about?
Dan from London

A. *After you control the airship go to the Calm Lands and go through the top right exit. Enter the cave and follow it to Yojimbo. Once you've defeated him, answered his questions correctly and bribed him he will become an Aeon. For Anima and assuming you've used all the Destruction Spheres in the first five temple trials, return to Zanarkand temple. Step on three white squares in the first room and four in the next. Take the Destruction Sphere and place in the second room. Get the prize. Use the airship to go to X11-16 and Y57-63 (Baag Temple). Kill the boss (very hard) then enter the temple and touch the statues, which should all light up. Head through the door to get Anima. Once you have Anima and Yojimbo go to the Calm Lands. Make sure you have captured the nine monsters for the monster arena and also trained a Chocobo. Use a Chocobo to reach Remiem Temple (examine the gold feather, bottom right) and use all your Aeons to defeat Belgemine's to receive the Flower Sceptre. Capture one of all 14 different monsters in Gagazet then talk to the monster catcher who will give you the Blossom Crown. Use this and the Flower Sceptre to open the sealed door in the Remien Temple to get the last Aeon The Magus Sisters.*



PRIMAL PLAYER'S GUIDE

Barny walks you through the trickier bits of the game. If you get stuck anywhere else, write to the usual address

1 SOLUM: RESCUE JARED

From the large half-sunken statue of Herne in the Fortress use Scree to scale the wall of the tower. At the top take a torch and go down the stairs in the corner. At the bottom you should be able to find three blue vases that you can pick up. Place all three onto the off-coloured piece of floor in this room (the bit that creaks) and it will collapse, allowing access to a lower room.

In the corner is some rope. Take this back to the top of the tower so that Jen can climb up. Follow the tunnels to a square room. Kill the guards. Then as a team you can open the gates on both sides (yes, even the massive one).

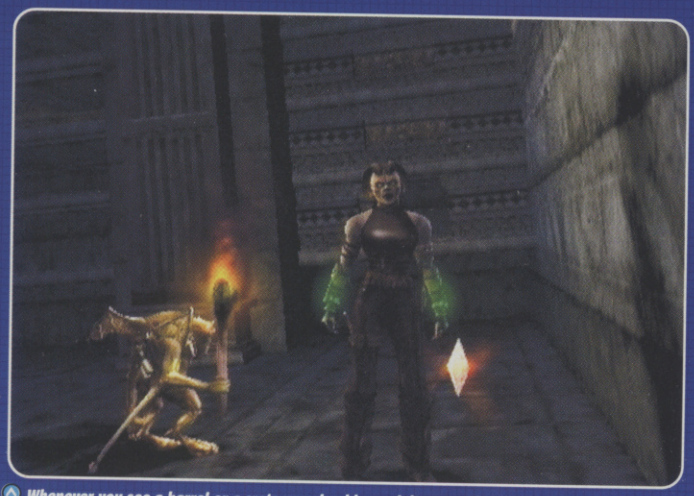
Head through the large door and down to the banquet hall. On the way you get a cutscene. In the room with the statue take the steps leading down. Run along the corridor to the throne room and pick up the key on the right throne.

Now try to exit the throne room. Go back up through the banqueting hall and then up to the square room. Go back through the corridor where you first entered the square room. Just around the corner is a wooden door that you can now open. Go through the tunnels and around the upper part of the courtyard.

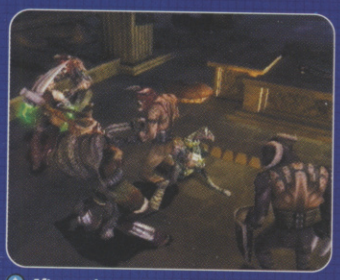
Enter the interior and search inside until you reach the highest room with an animal-skin rug. Grab the keys before returning to Jared in the Burial Grounds.

Enter the first of two smaller rooms just before the room where Jared was held. Make Scree climb the wall into a high up-tunnel. When he emerges turn right and run to the end of the corridor where he can release the door.

Bring Jen and Jared round and then go to the far end of the corridor and unlock the door. After the cutscene you have to fight many Ferai until Herne saves you.



Whenever you see a barrel or a crate you should smash it open. Ninety-nine per cent of the time you won't find anything but when you do it's nearly always something useful



After you've got Jared he will help you in fighting battles. He might be huge but sadly he does little real damage to your foes

2 AQUIS: RESCUE THE QUEEN

From the start of Aquis get Scree to jump off the ledge and follow the route going right until you reach an open area where you can get a loadstone. The ledges to the side lead back to Jen so ignore them and go back down the tunnel. When you reach the weeds follow the path that goes straight on. When you see the temple go around to the right where you can get another loadstone.

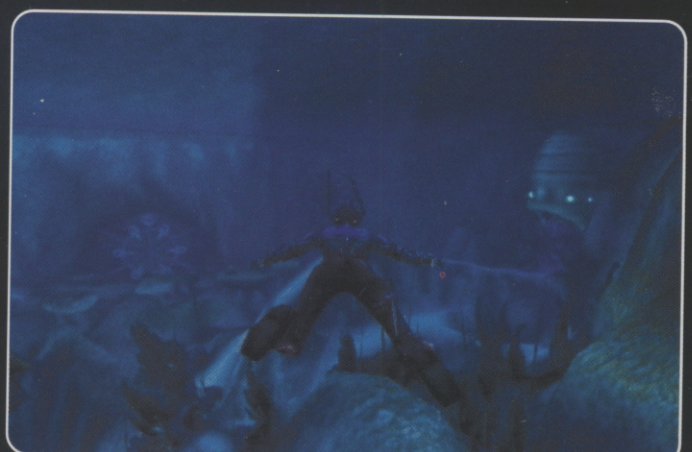
Scree is able to walk almost anywhere along the seabed - even through the strong currents that block Jen. Clever gargoyle

Return to the temple and walk around the bottom of it. Keep looking up until you see a gap into the building where you can climb in. Get the loadstone inside, then climb up to the next level and look around for the wheel. Go and turn it to the right until it can't be turned any further. After the cutscene the vortex should be going the other way so jump in it to go up. Climb the ladder (if there isn't a loadstone at the top, go back down and climb the other one).

After you get the loadstone climb back down and take the ladder on the right. Walk round the platform and then climb to the next level for a cutscene. Return to Jen where Scree will upgrade her powers. After another cutscene use Jen to swim down to the summoning stone and call Scree. Nearby is a tunnel entrance with lights above it. Swim through to the Dam Lagoon.

Swim along the left-hand wall until you reach a summon stone and call Scree. As Scree, get the loadstone ahead, then walk through the nearby tunnel and around the edge of the gap.

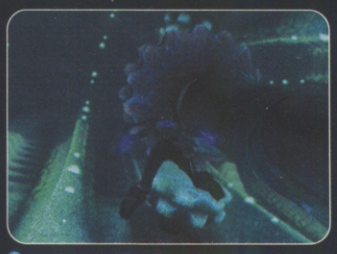
Get the loadstone in the next cavern then climb the ledges to get to the surface where you will find a summon stone and a rift gate. Once you've got enough loadstones possess the large fish head near to where you left Jen and open its mouth. Now you need to go inside and turn the wheel right until you get a cutscene showing the Queen being rescued.



Once Jen is swimming you should use her to explore each area, especially above the water

3 AQUIS: START THE MACHINE

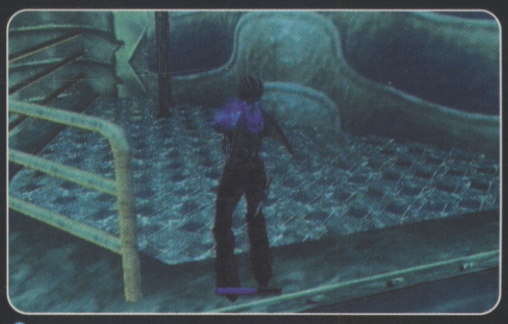
Enter the Bay area. Swim into the main cavern and keep to the left-hand wall. Swim between the attacking plants and then up through the hole. Approach the map on the wall, then press the blue button above. Head back to the main cavern and through the hole surrounded by lights. This leads to the priming station.



You have to align the cogs on both sides of the machine before you can activate it

Swim up to the surface and get on the platform. Transform into human form and climb the ladder. Go through to the other side and then get back in to the water. You should be in the side section on the left (look at your map). Turn the wheel on the girder near the bottom until Jen says it is aligned.

Swim back into the middle section and then swim to another platform on the opposite side to reach the second side section (on the right when you check your map), where you should turn the wheel near the bottom to the right until Jen says to press the master switch. If Jen does not say it is aligned, you might need to turn the wheels in the side sections further so that the huge cogs are aligned with the machinery in the central room.



Whenever Jen climbs out of the water she will start choking, so to avoid this you need to quickly turn into Ferai demon form

Get back into the middle section and spin the wheel in there to start the machine. This allows you to start all the sub-stations scattered throughout Aquis.

4 AQUIS: LAGOON SUB-STATIONS

After you have activated the first two lagoon sub-stations you will need to have Scree go through the strong current in order to reach the next area

Talk to Scree so that the sub-stations show up on your map. Swim to the Dam Lagoon. Go to the far side and climb out of the water. Run through the tunnel and back into the submerged tunnel. Swim to the end and press the blue gem to open the door. Straight ahead is the Dam sub-station. Spin the wheel to switch it on.

Swim to the Temple Lagoon and open the door on the right. Swim through and activate the Temple sub-station. Use the nearest rift gate to return to Scree. As Scree, drop into the water and go through the door that Jen opened earlier into the Bay Caverns. Walk through the attacking plants and make your way round to a tunnel with a current that is too strong for Jen to handle. Run through the tunnel.

On the other side stick to the wall on the right and when you see an upwards sloping tunnel follow it to the surface where you will find a rift gate (Aquis Beach). Select Jen and have her summon Scree from where she is, then together activate the rift gate (Aquis Dam) and go to the one Scree just found (Aquis Beach). As Jen, get back in the water and swim over to the far side, to find a door leading to the Tunnels.

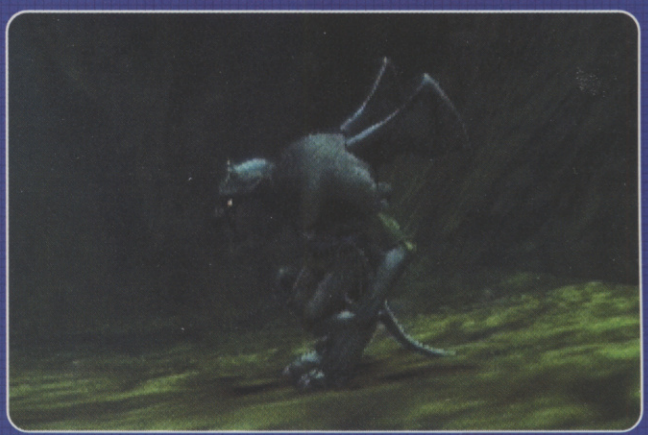
Only one of the characters needs to see a Rift Gate in order to make it usable for both Scree and Jen. Just bear in mind that you have to have it marked on your map first

5 AQUIS: TUNNEL SUB-STATIONS

Swim through and summon Scree. Push open the grate ahead (both characters). Head left until the water currents stop Jen. On the right-hand side of the tunnel is a boulder. Get Scree to push it along the tunnel wall until it blocks the first vent where the current is coming through. With the current gone Jen will be able to swim past. Once she is past the first current, get Scree to push the boulder even further to block the second one. Now Jen can swim past.

Open the door at the end. Go through to the Skeleton sub-station. Next press the blue switch on the backside of the tall pillar in front of the sub-station and then go to the door it opens. Use Scree to run through the current to the Nest sub-station. Hidden behind some eggs at the back is a lever you can pull. Afterwards spin the wheel nearby then enter the control room. Spin the wheel inside to turn on the sub-station. Next to the wheel is an object you can pick up. Take this back to the Skeleton sub-station and stick it in the hatch at the back, then pull the lever to release the engineer. Now you can switch on this sub-station.

Once the boulder is blocking the second current you will not need to move it again

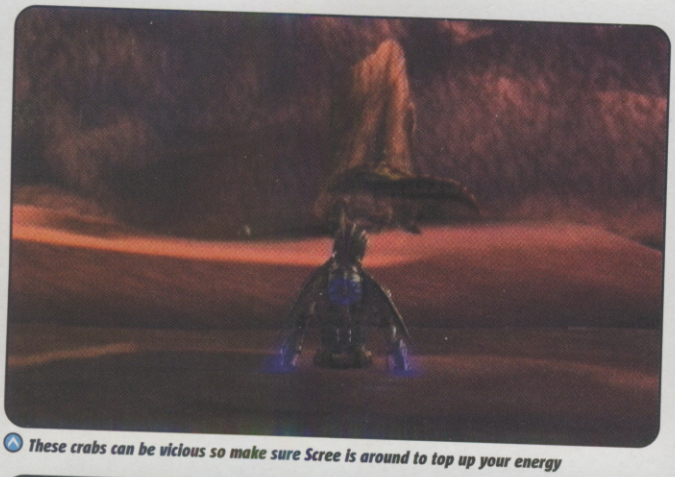


Rescuing the engineer involves a lot of walking. If it was up to us, we would let him die

6 AQUIS: RIB CAGE SUB-STATION

After activating the Skeleton sub-station a door back down the tunnel will become active. Open it and swim through until you get a cutscene. Kill the two monsters in the cavern then open the only door. Enter the new cavern and swim to the surface. Climb onto the beach and transform into Ferai form to kill the crab. Turn into Undine form and then dive into the second water hole. Climb out onto the ledge and enter the green cavern.

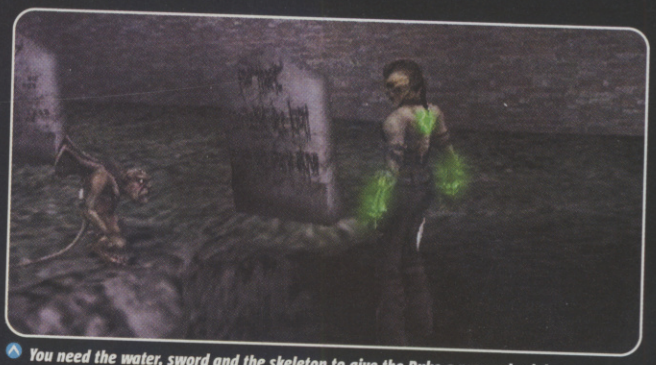
At the end of the tunnel you can summon Scree. In Ferai form climb the ledges (by the summon stone) to the very top of the cavern and pull the lever. Scree can climb up the black-coloured wall. Enter the cave, kill the crabs and run through to the statue room. One of the eggs contains a loadstone. As Scree, climb down the black wall to the fish head and possess it. Open its mouth to fill the cavern with water so that Jen can dive in. Climb out onto the ledge and run through to the next water hole. Kill all the creatures first then turn the wheel to activate the last sub-station.



These crabs can be vicious so make sure Scree is around to top up your energy

After activating all the sub-stations all that's left is the really easy boss fight at the end

7 AETHA: BURYING THE DUKE



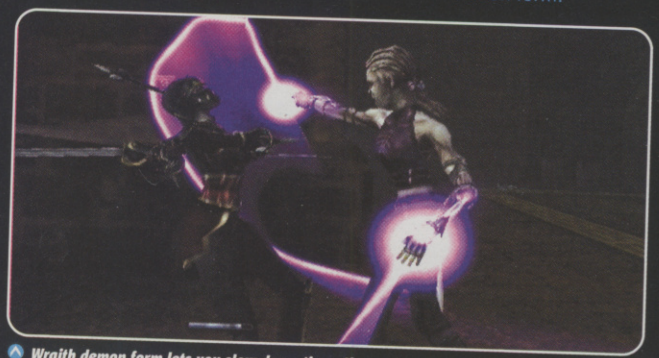
You need the water, sword and the skeleton to give the Duke a proper burial

From the start have Scree crawl around the gatehouse behind you and pull the lever. Stand near the edge and press the action button to turn to stone. Scree should automatically dangle a rope for Jen to climb down. Use both characters to open the lower gate. Follow the path to the village then enter the lit door. Go through and up the steps until you get to the Lower Village. Go up the steps behind you then around the corner. Cross the wooden bridge and turn left at the end. Run up the stairs and go through the door inside the room at the top to the Upper Village.

Follow the wooden walkways until you reach a cutscene. Afterwards follow the helot to the Manor House. Enter the second ground-floor room and keep following the man to the cellar. Examine the barrel taps to open a trap door in the floor. After the cutscene go through the door that has opened. Follow the path and jump across the broken bridge. When you reach the Cemetery explore the top right-hand corner for a Loadstone and then head up the steps in the middle.

After another cutscene go around the back of the large building and jump up on to the balcony. Run round to the front and walk onto the plank so that you can release the cage. Take the skeleton back to the grave and drop it in. Return to the cellar. Follow the Watcher all the way back to the well. Once you've got the water you then have to get the sword. After a few cutscenes you must fight for it.

This is one of the easiest boss fights in the game. With the sword and water you can finish the burial and get the Wraith demon form.



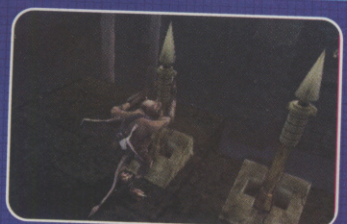
Wraith demon form lets you slow down time. Choose it when fighting other wraiths too

8 AETHA: CAGE ROOM

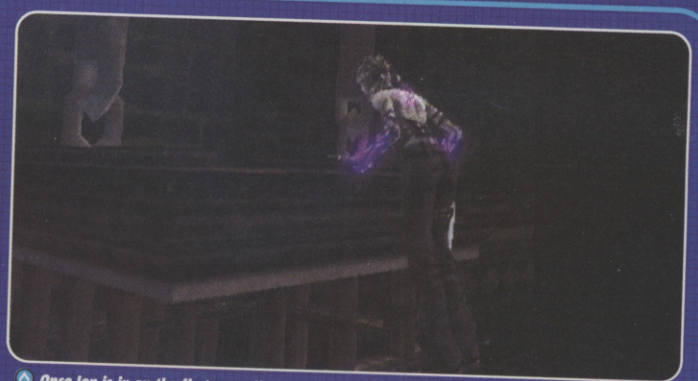
Scree can climb the green-tinted wall on the side to reach a set of levers. Pull the first lever to the left and watch the cage go down. Keep pulling it so that it is on the ground then get Jen to jump onto it. Use the second lever to position the second cage so that it is next to Jen, then she can climb on top of it. Use the third lever to raise the third cage to the top then move it one space over. Use the second lever to bring the cage with Jen on over to the third cage so that she can get on top of the third cage.

Lower the third cage. Use the fourth lever to bring the next cage to the same level as Jen's so that she can leap over. Use the fifth lever to move the fifth cage over then Jen can climb on to it. Move the fifth cage so that it is level with the sixth. Get Jen to jump over to land on top.

Use the seventh lever to get the seventh cage so that it is just below the one that Jen is standing on. Make Jen hop down onto it. Use the last lever to move the last cage to the ledge on the right wall where Jen can get off. Have Jen walk round the ledge and jump down to the room opposite the levers. Scree can climb there but get the loadstone first.



Use Scree to move the levers. Push forwards or backwards to move a cage horizontally or left to right to move vertically



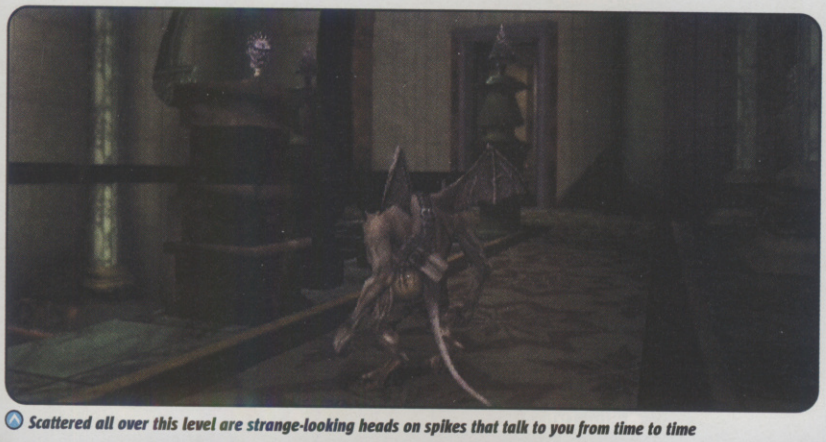
Once Jen is in on the first cage, line her up with the next cage then make her jump over

9 AETHA: FINDING JEN

After Jen has been captured take Scree through the doors ahead and cross the garden. Check the chests inside the chapel for a loadstone before going through the door to the library. Run round the top and push the statue. Get the energy gem before entering the lower area. Go through the gap in the bookshelf that the statue opened. After the tunnel you will enter the gallery. Get a loadstone from the chest then go up the steps at the far end.

Without Jen around there is a lot less violence going on. Scree isn't given the chance to fight

Head through the left door at the top. Open the chest on the balcony to the left then go through the door on the right. In the next room head around the balcony and open the door leading to the outside balcony. Head left and get the loadstone then go back and climb up the grey brick wall next to the yellow energy stone. Climb around the corner and get the loadstone. Climb the ladder, run up the roof and climb through the window. Run to the top and enter the room for a cutscene where Jen is rescued.



Scattered all over this level are strange-looking heads on spikes that talk to you from time to time

10 VOLCA: MAKING THE BRIDGE

From the start go the only way you can. Run down the steps and have Scree lower his rope for Jen. Scree can climb down after her. Make your way to the large door and light the fonts near it to open it. Enter it for a cutscene where Jen gets her new form. Light the fonts to open the next door. Follow the corridor to a rift gate. Avoid the monsters and run through to the next room. Run across and open the double doors then enter the next chamber. Have Scree climb the wall on the left to the ledge then lower the rope for Jen. Light the door and go through.

Follow the tunnel and pass through the next room (check for loadstones). Follow the downward sloping tunnel to the oval room. In Wraith demon form stand by the falling oil and hold down Circle. The lava stops for a second every now and then. When it does dash through. Summon Scree on the other side. Go through and possess the statue. Use it to pull the lever. Return to the main part of this chamber and head through the door on the right to a pool of water. Swim down and then up. Climb out and pull the lever. Get back in and swim to the next chamber. Swim to the top and get out again. Pull the lever then jump back in and go to the next room.

Swim to the top. Get out, summon Scree then push open the nearest door. Get Scree to pull the lever while Jen stands by the top of the first pool of water. Jump in and swim up into the first room where you will need to pull the first lever again until the door is open. Switch to Scree. Jump into the water (next to the summon stone). From the bottom, climb up the sides and crawl round to the door that was just opened. Follow the short tunnel and get out at the end. Run forwards and possess the statue. Pull its lever. Now return to the main part of this cavern and cross over the bridge you made by possessing the two statues.

The monsters in this level are far tougher then anything else so far. Avoid them when you can

Do not use the Wraith form in fights as you will need its energy to get past obstacles in Volca

11 VOLCA: FINDING JEN AGAIN

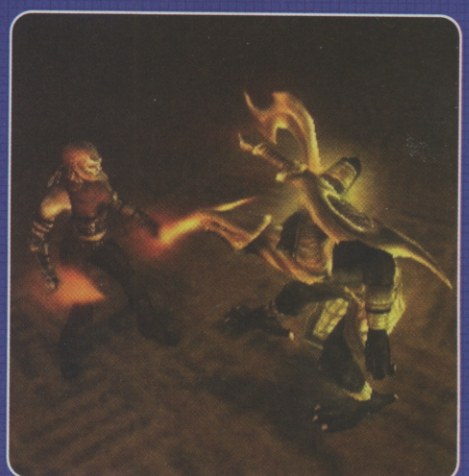
You won't have any hassle finding loadstones in Volca as conveniently they seem to be almost everywhere you look

After Jen chucks you in the pit, search the area you're in until you have enough loadstones to possess the statue above the door. Rotate the right analog stick until you get a large flow out of its mouth to open the door. Enter the chamber, lift up the pot and put it on the mark to the left. Climb the left wall. Run around until you find the torch on the wall. Go back to the main chamber and move the pot to the mark on the right.

Climb the wall and enter the upper right side. Light the fonts on the wall and go through the door that opens. Spin the wheel inside. Now you can light up the main door. Follow the corridor to the Oil Bath room. Climb the wall to the right of the door. Use the ledges and walls to get round to the statue and possess it. Close its mouth then climb down and go through the tunnel. Climb around the left side of the door. Climb up and then onto the wall.

Go above the statues and look for a lit doorway opposite. Crawl towards the pillar leading to it and get on it. Run across the pillars and get on the opposite wall. Crawl over to the wall on the far right and pull the lever. This opens the trap door.

Enter the hole and get to the bottom. Go through the tunnels. Push open the grate with the flame symbol and then follow the steps to meet the Queen. Next head up the stairs and follow the path to the room in which you last saw Jen. Run straight across and down the opposite corridor where you have to fight Jen. Grab the loadstones nearby and then possess the statue. Beat up Jen to make her normal again.



Finding your way back to Jen can prove to be hard going but once you actually find her she's a pushover

DEVIL MAY CRY 2 PLAYER'S GUIDE

Finding DMC2 a devil of a game? Never fear: Barny's here to lead you to Dante's and Lucia's secret rooms and Blue Orbs

1 LUCIA SECRET ROOMS

MISSION 1

● **1. SECRET ROOM LEVEL 1:** Just outside of the second area is a small waterway. Examine the smaller grate at one end.

● **2. SECRET ROOM LEVEL 2:** Near the end when you reach the area with destructible statues, examine the face on the wall to the left of the main doors.

MISSION 3

● **3. SECRET ROOM LEVEL 1:** Enter the large door on the far side of the docks and kill the creatures inside to unlock the door above. Then examine the carving below the stairs.

● **4. SECRET ROOM LEVEL 4:** Search the balcony above the door leading to the end of level boss (the door on the other side of the small bridge) at the docks.

MISSION 5

● **5. SECRET ROOM LEVEL 5:** Just before the end of the level after riding up on the lift, examine the door on the right at the top.

MISSION 6

● **6. SECRET ROOM LEVEL 6:** Make sure your Devil Trigger gauge is full up before you kill the moth boss. Afterwards, when you are on the stone bridge, jump down to the large ledge to the right of where the Blue Orb Fragment and Red Orbs are, then fly over to the slightly higher ledge further along. Examine the very large dark hole.

MISSION 7

● **7. SECRET ROOM LEVEL 7:** After you get the Aquaheart search the doorway above and to the left.

MISSION 8

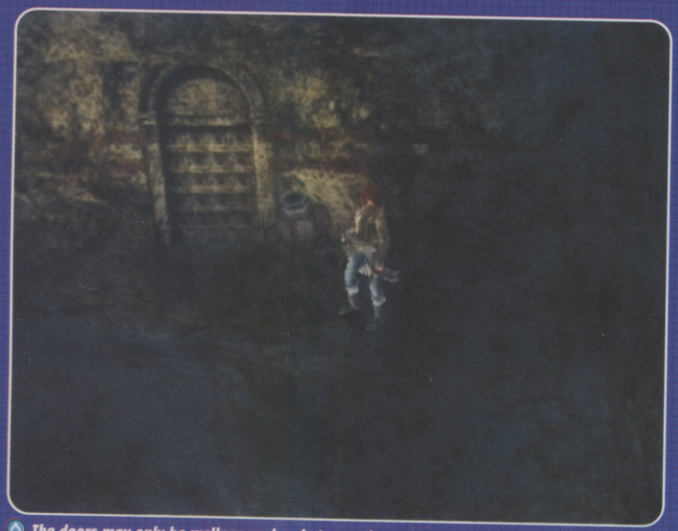
● **8. SECRET ROOM LEVEL 8:** Swim straight up and search the small alcove just above.

MISSION 10

● **9. SECRET ROOM LEVEL 9:** On the left side of the street from where you start is a door. Examine it.

MISSION 12

● **10. SECRET ROOM LEVEL 10:** After leaving the elevator you need to break the lone-standing vase at the end of the hall and then examine the wall behind it.



The doors may only be wallpapered on but sometimes they do actually lead somewhere

If you miss something, you can re-access all the levels once you've completed the game

2 LUCIA BLUE ORBS

MISSION 1

● **1.** Inside Secret Room Level 1.

● **2.** Above and to the left of the first item statue.

● **3.** After killing the Savage Golems look on top of the huge rocky statue on the right of the path going up hill.

● **4.** Inside Secret Room Level 2.

MISSION 2

● **5.** In the corner of the room above the wooden steps after you fly up using the Aerial Heart.

● **6.** Right next to where you get the Arcana Spada.

MISSION 3

● **Blue Orb.** After leaving the area near the tram station walk down the street and jump up onto the outcropping area above you with the red orb on it. From here jump up to the next one and then jump up the wall.

● **7.** High up on the cliff on the left-hand side of the docks area.

● **8.** Inside Secret Room Level 3.

● **9.** Inside Secret Room Level 4.

MISSION 4

● **10.** At the start, jump over the barrier and collect the fragment hovering just over the edge of the tunnel entrance.

MISSION 5

● **11.** After you get the Evil Heart, search around the four upright gas tanks located in the lower section of the area.

● **12.** Inside Secret Room Level 5.

MISSION 6

● **13.** After killing the boss at the start look behind you when you are on the stone bridge.

● **14.** Inside Secret Room Level 6.

MISSION 7

● **Blue Orb.** At the start look for a tiny niche in the side of the hall.

● **15.** Inside Secret Room Level 7.

MISSION 8

● **16.** Inside Secret Room Level 8.

● **17.** After you break the stone eye and the room fills with water look behind the rubble where the eye was.

● **18.** After smashing the red orb generator and entering the water, again look for a small hole situated in the floor.

MISSION 10

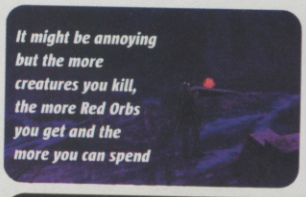
● **19.** Inside Secret Room Level 9.

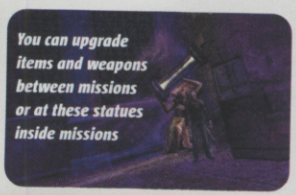
● **Blue Orb.** Follow the streets to the place where you need to jump through the gap in the wall into an arena type area. The orb is in the corner.

MISSION 12

● **20.** Located inside the Secret Room Level 10.

POWERING UP





Concentrate on upgrading one sword and one Gun/Arsenal weapon at a time

3 DANTE SECRET ROOMS

MISSION 1
- **1. SECRET ROOM LEVEL 1:** Press Circle by the huge door at the end of the tram track.
- **2. SECRET ROOM LEVEL 2:** After you find Secret Room Level 1, run down the main street to the left and jump over the low building blocking the road. Press Circle by the door on the other side of the building.

MISSION 2
- **1. SECRET ROOM LEVEL 3:** Smash one of the mask doors to reveal a Red Orb generator. Press Circle by the wooden boxes behind it.
- **2. SECRET ROOM LEVEL 4:** In the fourth area, after smashing some mask doors to move the walls you will find a large Blue Orb. Examine the wooden coffin that lies to the left.

MISSION 3
- **1. SECRET ROOM LEVEL 5:** After killing the Goatling, back track up the street and check all the doors on the right when you walk back down.

MISSION 4
- **1. SECRET ROOM LEVEL 6:** Run down the street and press Circle by the window shutter next to the first door on your right.
- **2. SECRET ROOM LEVEL 7:** Examine the door next to the Red Orb generator when you reach the docks.

MISSION 5
- **1. SECRET ROOM LEVEL 8:** After fighting the Blood Goats check the door to the right of the rubble blocking the road going forwards.
- **2. SECRET ROOM LEVEL 9:** In the second section, look in the second door on the left after the bridge going across the road.
- **3. SECRET ROOM LEVEL 10:** Search the door nearest the first of the three Infected Tanks.

MISSION 7
- **1. SECRET ROOM LEVEL 11:** After jumping over the small lava pit near to where you get Vendetta, walk along the lower ledge on the other side and examine the wall at the end.
- **2. SECRET ROOM LEVEL 12:** Examine the left door at the top of the final lift.

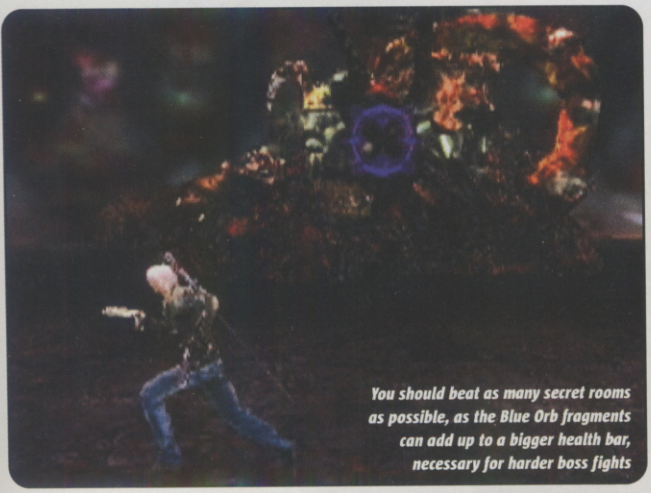
MISSION 10
- **1. SECRET ROOM LEVEL 13:** Press Circle next to the flaming skull on the right nearest the blue glowing door.

MISSION 11
- **1. SECRET ROOM LEVEL 14:** Run down the path. Search the door that has an eye on it.
- **2. SECRET ROOM LEVEL 15:** In the square room with the pillars in after the falling spikes. Examine all the doors – one of them leads to a secret room.

MISSION 12
- **1. SECRET ROOM LEVEL 16:** Immediately behind you when you start the level.
- **2. SECRET ROOM LEVEL 17:** In the short corridor with breakable urns, examine the wall behind the last one on the left.

MISSION 14
- **1. SECRET ROOM LEVEL 18:** Search the doors on the left side of the area you start in.

MISSION 16
- **1. SECRET ROOM LEVEL 19:** After getting the first Sacrilege examine the door below it.
- **2. SECRET ROOM LEVEL 20:** After you kill the boss with faces, stand on the desk behind the light and examine the chair. (But not for the state of the upholstery.)



You should beat as many secret rooms as possible, as the Blue Orb fragments can add up to a bigger health bar, necessary for harder boss fights

Use your Devil Trigger. It will nearly always be replenished after you clear the room

4 DANTE BLUE ORBS

MISSION 1
- **1.** Halfway along the tramline is a large arch. Run up the wall to grab the Orb Fragment hovering at the top.
- **2.** Inside Secret Room Level 2 after killing all the monsters in it.
- **3.** When you reach the statue with an hour-glass, jump into the canal nearby and run to the end.

MISSION 2
- **4.** After you smash a couple of mask doors that make the walls move, a side area will be revealed. Stand on it to break the floor leading to the next Orb.
- **5.** In the fourth area fall into the pit with the Pyromancers, kill them and jump out. Smash the mask door to get the Orb.
- **6.** In Secret Room Level 4.

MISSION 3
- **7.** When the street goes back on itself to a place where you get trapped, go forwards into the screen instead. Go through the large doorway near some pillars for the Orb.

MISSION 4
- **8.** Inside Secret Room Level 6.
- **Blue Orb.** On the left-hand side of the rocky street going down hill near the start.
- **9.** After breaking the boards covering a door you will come to an open area. Jump up the ledges on the left to reach a high-up Fragment.

MISSION 5
- **10.** Inside Secret Room Level 8.
- **11.** Inside Secret Room Level 2.
- **12.** At the end of the long curved ramp in the area with the three Infected Tanks.
- **Blue Orb.** After killing the fourth Infected Chopper stand on the window cleaning lift on the right-hand side of the high building.

MISSION 7
- **Blue Orb.** After you get off the train jump on the wooden crate then jump up the wall towards the corner.
- **13.** Inside Secret Room Level 12.

MISSION 9
- **14.** On top of the pipes in the room where you activate three switches. It's easiest if you fly.

MISSION 10
- **15.** Go right at the start and walk back into the screen.

MISSION 11
- **16.** Inside Secret Room Level 14.
- **Blue Orb.** In the room where you find the Merciless (accessible from the room with the falling spikes) above the sword.

MISSION 12
- **17.** Inside secret Room Level 16.

MISSION 14
- **18.** Inside Secret Room Level 18.

MISSION 16
- **Blue Orb.** After getting the first Sacrilege, walk back round the upper balcony.
- **19.** Inside Secret Room Level 20.

BOSS FIGHTS

Unless you're playing on the hard difficulty settings, most of the boss fights in Devil May Cry 2 are very easy

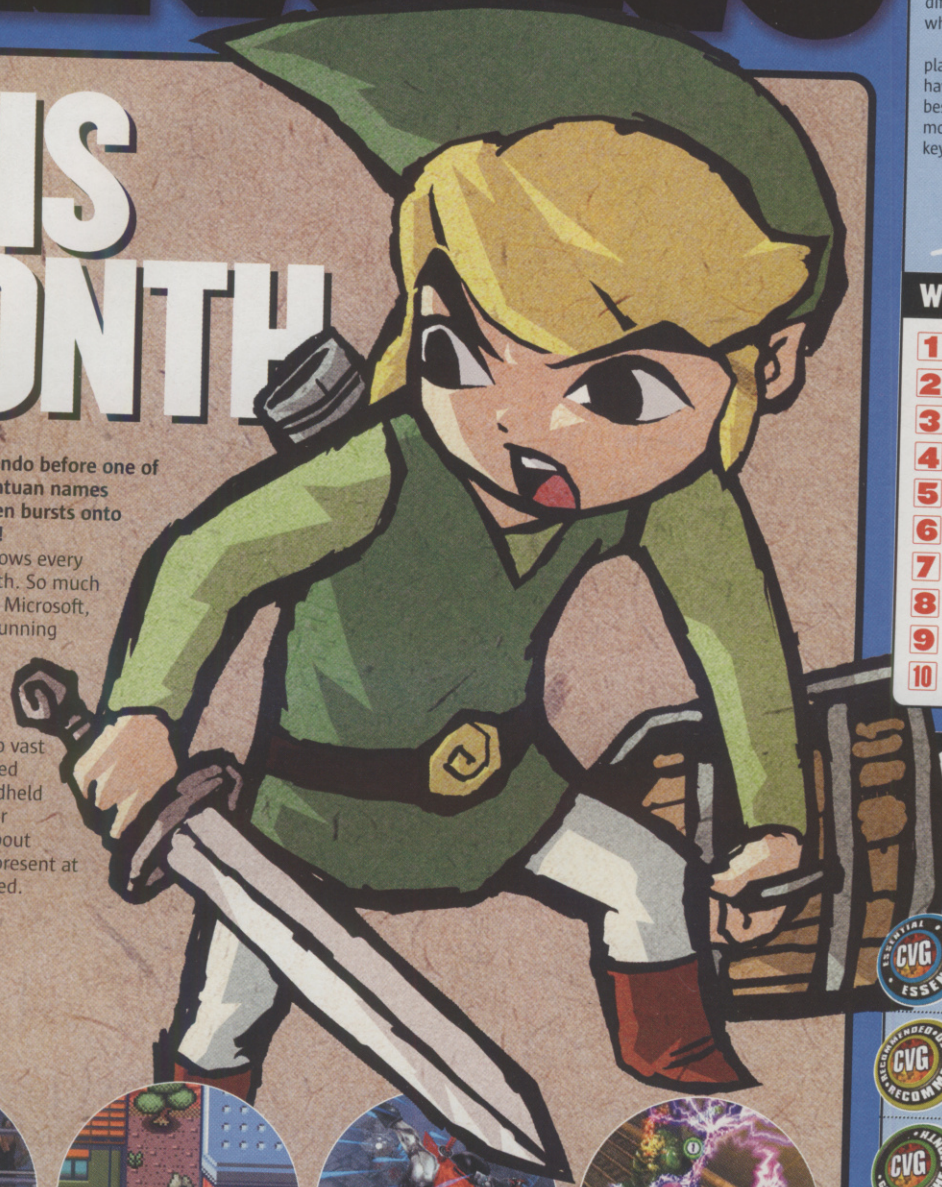
You can survive nearly all the fights without taking much damage by simply jumping or rolling around

If there are smaller enemies to distract you, take them out first or just use your lock-on to target the boss

Some bosses have really enormous health bars so use your Devil Trigger to speed up the action

REVIEWS

THIS MONTH



So Dixons drops Nintendo before one of gaming's most gargantuan names (Zelda, you dolts!) even bursts onto the system? Madness!

The Big N overshadows every other release this month. So much so, in fact, that it's like Microsoft, Sony and the rest are running scared of Link's new adventure. And then there's the return of the Pokémon (in the US, at least), a game so vast and so complex you need never buy another handheld game all year. Whatever doubts there may be about Nintendo's future, the present at least is very bright indeed.

Lee

PS2 Def Jam Vendetta 24
GBA Pokémon Ruby & Sapphire 74
PS2 Syberia 80
PS2 Shinobi 82
PS2 MotoGP 3 84
GC Ikaruga 85
GC Zelda: The Wind Waker..86
PS2 War Of The Monsters 90
PS2 Choplifter 91
GC Top Angler.....91
GBA LEGO Drome Racers 91
XB Project Zero.....92
PC Freelancer 93
GBA TOCA World Touring Cars..94
PC Championship Manager 4 94
PC Restaurant Empire 95
GBA Yu-gi-Oh! Worldwide Edition: Stairway To The Destined Duel 96
GC Conflict: Desert Storm ..97
XB Yager 98
XB PC TOCA Racer Driver..99
XB Black Stone: Magic & Steel 99
XB V-Rally 3 99
PC Delta Force: Black Hawk Down 100

CVG SCORES

A great game is a great game, right? Yet some of you would be as pleased as a pooch with two choppers to spend weeks collecting dog tags in MGS2, but would rather eat poodle eggs than spend one minute on Final Fantasy X, and vice versa. That doesn't make one better than the other; they're just different genres for different tastes. It's why so many of us love games.

Which is where CVG comes in. We play the rubbish games so you don't have to. We review only the biggest, best or most significant releases of the month. And our scores are based on one key measure: fun. It's that simple.

Alex Simmons
Editor

WHAT THE SCORES MEAN

1	Why, God, why?
2	Stinks. Never play this
3	A waste of your money
4	Maybe rent, never buy
5	Very average
6	Fairly solid but nowt special
7	Tasty
8	Quality game. Consider buying it
9	Class on a disc
10	An absolute must that defines the genre

CVG AWARDS

These accolades don't get dished out just because a game gets a certain score. They're CVG's way of telling you which are our pet hates and personal favourites.

CVG ESSENTIAL
The most coveted award a game can get. Worth buying the console to play the game

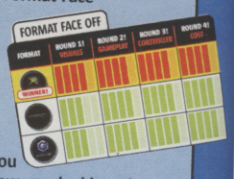
CVG RECOMMENDED
A damn good game. It may not break the mould, but it's a cut above the rest

CVG GAME OF THE MONTH
Doesn't have to be the highest scorer, but it's CVG's pick of the bunch this month

CVG STINKER
More abominable than a Yeti

MULTI-FORMAT REVIEWS

Own more than one console and want to know what version of a game is best? Well, CVG's new Format Face-Off box scores each platform according to Visuals, Gameplay, Controller and Cost, with an average giving you a Winner or a Draw, marked in red.



Since games don't always release at the same time, you only get the Format Face-Off when we've rated two or more versions. And where formats are radically different we'll do separate reviews.

CVG TOP FIVES

Welcome to CVG's mini bible of the greatest games for the latest systems. Read and learn!

We've seen a lot of quality games in the quarter of a century since the debut of Space Invaders. Videogames' Hall of Fame is packed with undisputed classics of their time and format. But with gaming technology and players' expectations ever changing, what are today's best games? That's exactly what the lists below are there to tell you.

IF YOU CAN'T FIND ANY NEW RELEASES THAT PICKLE YOUR GHERKIN IN THIS MONTH'S REVIEWS SECTION, THEN CHECK THE GAMES BELOW – THEY'RE THE VERY BEST GAMES AROUND RIGHT NOW FOR THE FORMATS IN QUESTION.

AND IF YOU CAN'T DECIDE WHAT NEW GAMES SYSTEM TO BUY, AGAIN, CHECK THE GAMES BELOW – IF THERE AREN'T ANY ON ONE PARTICULAR FORMAT THAT YOU WANT TO PLAY, THEN SIMPLY CHOOSE ANOTHER FORMAT.

EACH ISSUE WE'LL UPDATE OUR LISTS TO INCLUDE ANY NEW RELEASES WORTH INCLUDING, AND NO DOUBT EVERY MONTH SOME OF YOU WILL BE SUFFICIENTLY OUTRAGED BY OUR CHOICES TO WRITE IN AND COMPLAIN...

KEY

PS2 | XBOX | GBA | GC | PC | PS | DC | OTHER FORMAT | D DEVELOPER | P PUBLISHER | £ PRICE | I CVG ISSUE NO. | NP NO. PLAYERS | NEW ENTRY | B BUDGET GAME

PLAYSTATION 2

GTA VICE CITY
D ROCKSTAR P TAKE 2
£ 39.99 I 254 NP 1
Another violent, utterly amoral criminal masterpiece, following in the best tradition of videogames

METAL GEAR SOLID 2: SUBSTANCE
NEW ENTRY
D KONAMI P KONAMI
£ 39.99 I 257 NP 1
Xbox's stealth rival Splinter Cell, now also on PS2, may be fresher, but the original MGS2: Sons Of Liberty was seminal.

TONY HAWK'S PS4
D NEVERSOFT P ACTIVISION
£ 39.99 I 254 NP 1-4 (ONLINE)
More exciting and satisfying but not as ground-breaking as earlier incarnations. But still the best extreme sports game out there on any format

PES 2
D KONAMI P KONAMI
£ 39.99 I 253 NP 8
The most accurate footie game around while remaining fun. Like its predecessor, PES2 rewards the time you invest

TIMESPLITTERS 2
D FREE RADICAL P EIDOS
£ 44.99 I 252 NP 16
PS2's finest first-person shooter yet. Fast, furious and fantastic-looking; answers critics of the original with a double-barrel in the face

XBOX

SPLINTER CELL
D UBI SOFT P UBI SOFT
£ 44.99 I 254 NP 2
Tense, realistic and the best stealth game to date. Move over Snake, Sam's the man

PANZER DRAGOON ORTA
NEW ENTRY
D SMILEBIT P INFOGRAMES
£ 39.99 I 258 NP 1
Mental 3D shooter that's great looking, frenetic and fresh. Tough enough to hide that it's a bit short, though the fantasy theme won't appeal to all

METAL GEAR SOLID 2: SUBSTANCE
NEW ENTRY
D KONAMI P KONAMI
£ 39.99 I 257 NP 1
Xbox finally gets year-old PS2 exclusive Sons Of Liberty, the Substance boiling down to a bunch of extras

HALO
D BUNGIE P MICROSOFT
£ 44.99 I 242 NP 16
Luscious looks, clever enemies and a neat storyline. Best console first-person shooter yet

TONY HAWK'S PRO SKATER 4
D NEVERSOFT P ACTIVISION
£ 39.99 I 254 NP 8 (OFFLINE ONLY)
Much like the PS2 version, only with a slightly cack controller making tricking tougher, and NO online play. Still, they doubled the offline multiplayer count...

GAME BOY ADVANCE

GOLDEN SUN
D CAMELOT/NINTENDO
P NINTENDO £ 29.99
I 244 NP 2
Polished role-player by any standards, all the more impressive on handheld. Incredible

ADVANCE WARS
D NINTENDO/INTELLIGENRE
P NINTENDO £ 29.99
I 240 NP 4
Stunning turn-based strategy game rammed with hidden bonuses. Still a CVG obsession

MARIO KART SUPER CIRCUIT
D NINTENDO P NINTENDO
£ 29.99 I 239 NP 4
Racer recapturing the brilliance of earlier outings, though with a few controversial tweaks here and there

SUPER MARIO ADVANCE 2
D NINTENDO P NINTENDO
£ 29.99 I 244 NP 4
More classic Mario magic given the GBA makeover, this time of the platform persuasion

THE LEGEND OF ZELDA A LINK TO THE PAST
NEW ENTRY
D NINTENDO/CAPCOM
P NINTENDO
£ 29.99 I 258 NP 4
A port of a decade-old SNES title and one of the finest adventure games ever. Includes the glorious new Four Swords multiplayer game

GAMECUBE

METROID PRIME
NEW ENTRY
D RETRO STUDIOS P NINTENDO
£ 39.99 I 258 NP 1
Cube's answer to Halo. Sci-fi thriller packed with surprises, puzzles and gripping action from start to finish

RESIDENT EVIL
D CAPCOM P CAPCOM
£ 39.99 I 250 NP 1
The original Resident Evil adventure is stunningly updated. Your eyes won't believe the difference

PIKMIN
D NINTENDO P NINTENDO
£ 39.99 I 248 NP 1
Imaginative action strategy played against the clock, with touches of Miyamoto genius

SUPER MARIO SUNSHINE
D NINTENDO P NINTENDO
£ 39.99 I 251/2 NP 1
The best platform adventure in the history of gaming bar none, AND it lasts for ages

SUPER SMASH BROS MELEE
D HAL LABORATORY
P NINTENDO £ 39.99
I 247 NP 4
A slick yet painfully fast brawlfest or homage to all things Nintendo? Both, though a bit niche

PC

MEDAL OF HONOR: ALLIED ASSAULT
D 2015 P EA £ 29.99
I 243 NP 32
Class scripting, enemy AI and the WWII setting make for a tense if plot-light FPS

CIVILIZATION III
D FIRAXIS P INFOGRAMES
£ 29.99 NP 1
Videogaming crack. Complex, formulaic but so immersive it can mess with your emotions

OPERATION FLASHPOINT
D BOHEMIA P CODEMASTERS
£ 29.99 (GOLD EDITION)
I 236 NP 16
Bit cack-looking but quality war sim that'd convert a hippy to the art of soldiering

NOLF 2
D MONOLITH P VU GAMES
£ 34.99 I 254 NP 4
In a situation reversal worthy of any spy movie, Cate Archer's second adventure is everything the rubbish original wasn't. A funny, inventive and great-looking stealth FPS, it proves PC one-player gaming is very much alive

HALF-LIFE
D VALVE P VIVENDI I 206
£ 9.99 B NP 16
Dated but still a byword for classy, story-driven shooters, better than many new releases - even today

PERSONAL RECOMMENDATION

This month: IO Interactive's Martin 'Codename 47' Guldbæk bends the rules for his 'five' faves ever

WARCRAFT / STARCRAFT SERIES
PC/N64
D *Blizzard*
"Best balanced and absolutely coolest looking RTS games out there. I just love the Blizzard characters and environments"

TOM CLANCY'S GHOST RECON
PC/PS2/XBOX/GC
D *Red Storm*
"Nicely balanced tactical shooter. I like the fact that one shot may be fatal and that you cannot clear a level Rambo-style. It makes it all feel very real"

HALF-LIFE/COUNTER STRIKE
PC/DC/PS2
D *Valve*
"The first game I played that managed to successfully blend game play and story telling. The way suspense and action was balanced worked just brilliantly"

ODDWORLD: MUNCH'S ODDYSEE
XBOX
D *Oddworld inhabitants*
"Cool worlds and characters. Great gameplay. Often more than one way to complete a level"

SOUL CALIBUR
DC/ARCADE
D *Namco*
"YOU KNOW WHY!"

BEST IMPORT

POKÉMON RUBY & SAPPHIRE
D NINTENDO/GAME FREAK
P NINTENDO
£ 60-70 EACH (JAP IMPORT) UK RELEASE: TBA NP: 4
Kiddie-looking but highly addictive collect 'em up returns with a new adventure, new world, four-way battles, 100 new Pokémon. Will eat your spare time whole

CVG THE TEAM

This lot's been fighting it out to bring you this month's reviews

FAVOURITE DEF JAM VENDETTA SCRAPPER?	N.O.R.E.	M.C.	SCARFACE	METRODD MAN	FUNK MASTER FLEX	JOE BUDDEN	LUDACRIS	GHOST FACE KILLAH
WHO ARE YOU?	ALEX SIMMONS EDITOR	PETE WALKER DEPUTY EDITOR	LEE SKITTRELL GAMES EDITOR	MIKE COOPER NEWS EDITOR	PAUL DAVIES CONTRIBUTING EDITOR	JAIME SMITH ART EDITOR	JENNY MCCOMB SENIOR DESIGNER	GEORGIE KYRIACOU PRODUCTION EDITOR
PLAYING FOR PLEASURE?	■ Winning Eleven 6 Final Evolution ■ Zelda: A Link To The Past ■ Zelda: The Wind Waker	■ Viewtiful Joe ■ Freelancer ■ Syndicate Wars	■ Metroid prime ■ Project ZERO ■ Final fantasy X-2	■ VF4 Evo ■ Ikaruga ■ Winning Eleven 6 Final Evolution	■ Capcom vs SNK 2 ■ Winning Eleven 6 Final Evolution ■ Zelda: The Wind Waker	■ Winning Eleven 6 Final Evolution ■ Street Fighter Alpha 2 (Mame) ■ Zelda (GC)	■ Zelda: Wind Waker ■ Zelda: A Link To The Past ■ Def Jam Vendetta	■ Def Jam Vendetta ■ War of the Monsters ■ Zelda: The Wind Waker
"THE TWO GAMES I'D MOST LIKE TO SEE BROUGHT TOGETHER ARE..."	*"...Pro Evo 2 vs FIFA. It would be like watching Arsenal walk all over Man City"*	*"...Kirby vs Luigi, in the mansion, produced by Kojima on GBA with a new Hoover peripheral that comes free when you buy a new Dyson"*	*"...Samus from Metroid vs Miku from Project ZERO. Samus could roll in a ball and attack her rival's shins but Miku and her spooky camera would have the edge"*	*"...Solid Snake vs Sam from Splinter Cell. They're so sneaky they'd never find each other. Snake would stand in a locker and Sam would hang from a pipe for the whole game"*	*"...Pokey (the Pac-Man ghost) vs one of those fuzzy things from Yoshi Island, because they'd just bump into each other then die instantly"*	*"...a Virtua Fighter vs Street Fighter EX (the 3D one) game. With a dramatic battle option. Imagine Goh Hinogami and Brad Burns against Akuma. Sweet"*	*"...Got to be Blanka from Street Fighter and little Pikachu. Because it would be Danger! Danger! High Voltage... when they touch! Wouldn't it?"*	*"...Def Jam Vendetta vs Smackdown!. Online with a 100-player Last Man Standing mode featuring the full roster of fighters. Who's the man?!"*

US IMPORT

Pokémon RUBY & SAPPHIRE

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £65 (IMPORT)
PUBLISHER: NINTENDO
OUT: JULY (UK)/NOW (US)
DEVELOPER: GAME FREAK/NINTENDO
URL: WWW.POKEMON-GAMES.COM

Pokémon GBA. The real reason humans have hands

Finally, it's arrived. Ever since the launch of the Game Boy Advance, Pokémaniacs have been jealously eyeing up all the other great gaming dynasties that have made their way onto the 32-bit console.

Link has made an appearance on the tiny coloured screen, as have Mario, Wario, and that useless blob Kirby. We enjoyed them all, even Kirby, but still we longed to see Pikachu, Jigglypuff and maybe some new friends in vibrant colour.

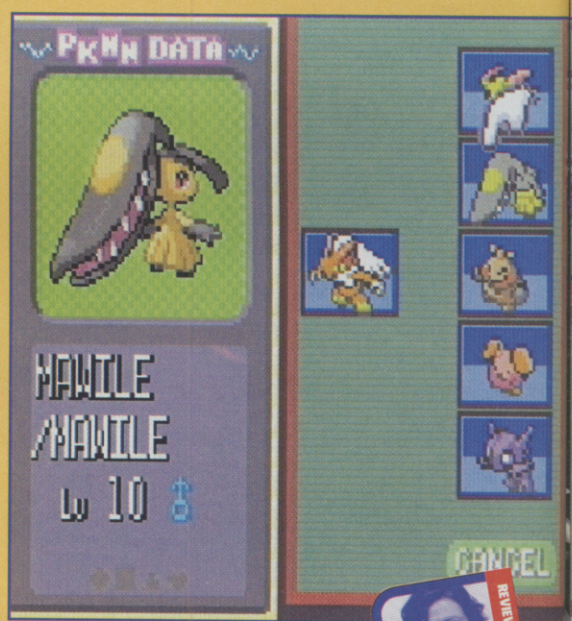
We couldn't wait to find out how the addictive delights of Pokémon-catching and nurturing would transfer from the GBC. Now that Ruby & Sapphire are finally here it's like welcoming back a much-loved old friend with a cool new haircut and expensive clothes. Pokémon looks and feels better and bigger than ever.

You get to choose from either a spanking new mountain bike or speed bike as a present from Rydel's Cycle shop

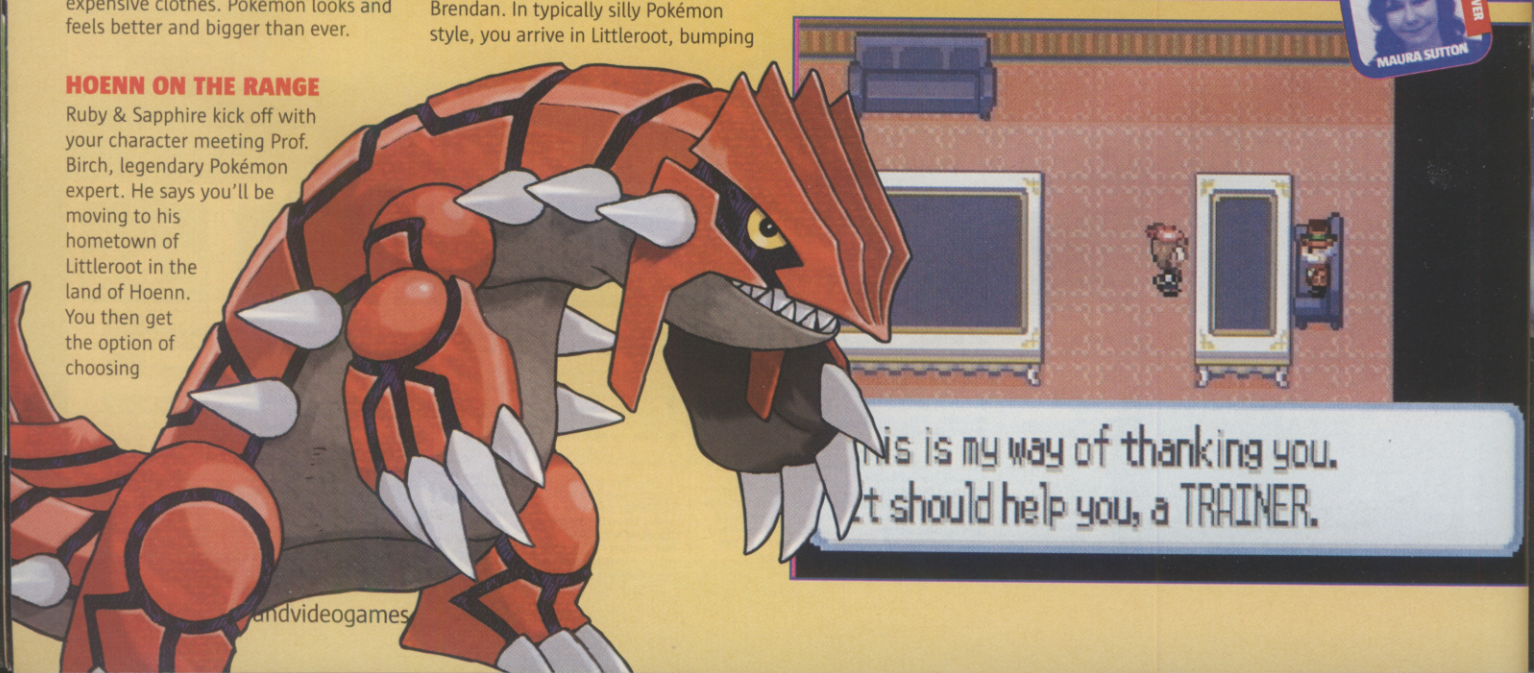
HOENN ON THE RANGE

Ruby & Sapphire kick off with your character meeting Prof. Birch, legendary Pokémon expert. He says you'll be moving to his hometown of Littleroot in the land of Hoenn. You then get the option of choosing your main character's gender, just like in Pokémon Crystal.

If you decide to play as a boy, you'll strike up a friendly rivalry with Prof. Birch's daughter May, while if you choose to be a girl, you'll battle his son Brendan. In typically silly Pokémon style, you arrive in Littleroot, bumping



Try to make friends with the bosses at Devon Corporation as they'll give you special Pokéballs



REVIEWER
MAURA SUTTON

TACTICAL ABILITY

The introduction of Special Abilities has added even more variety to the Pokémon battling experience. Now your Pokémon have a number of built-in defences – Wingull's, for example, is 'Keen Eye', which prevents a loss of accuracy during battle – that will be activated automatically while the battle plays out, with the aim of repelling certain attacks. It gives you a whole new strategic option when assembling your ultimate party.

Curses. That pesky Wingull is decimating your Pokémon with his Supersonic attack

It's time to check your party's Abilities via the Summary screen. Hmmm

Sweet! Your Whismur has the Soundproof Ability. Send him out into battle

Success! Wingall's Supersonic is blocked by Soundproof and Whismur is victorious

The Pokédex size comparison chart shows how tiny or huge your critters are

Mr Briney is a friendly Sea Captain who takes you sailing on his boat

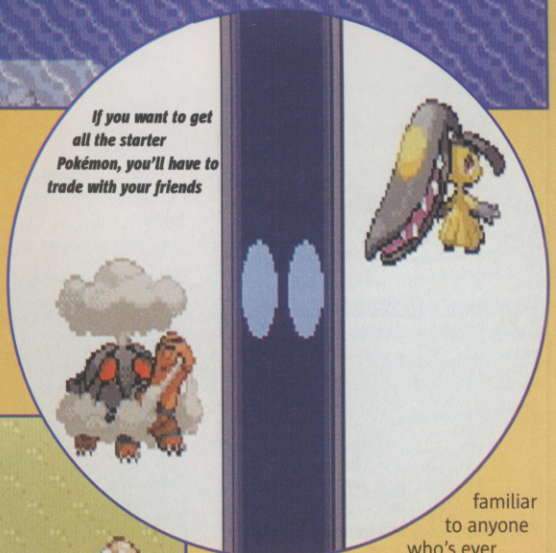
Your Trainer Card shows how much money you've earned and displays your badge tally

Lanette's Storage System helps you keep track of your captured Pokémon

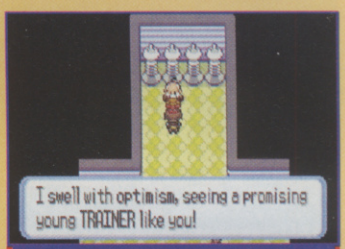
along in the back of a removal van, with burly Machops helping to carry the furniture into your Mum's house. Hurgh!

After a quick stroll around town, you stumble on Prof. Birch being attacked by a wild Poochyena Pokémon, one of 100 brand new critters. You have to choose from one of three Pokémon in his bag to help rescue him, and this is how you get your hands on your first Pokémon.

From this point onwards the basic style of gameplay will be very familiar to anyone who's ever played a Pokémon game, or indeed to anyone who has played old-fashioned top-down RPG's such as Golden Sun or Zelda action-adventure A Link To The Past. You walk, run and cycle from village to village, chatting to the mad people you meet, battling trainers, solving puzzles and capturing wild Pokémon to add to your collection.



If you want to get all the starter Pokémon, you'll have to trade with your friends

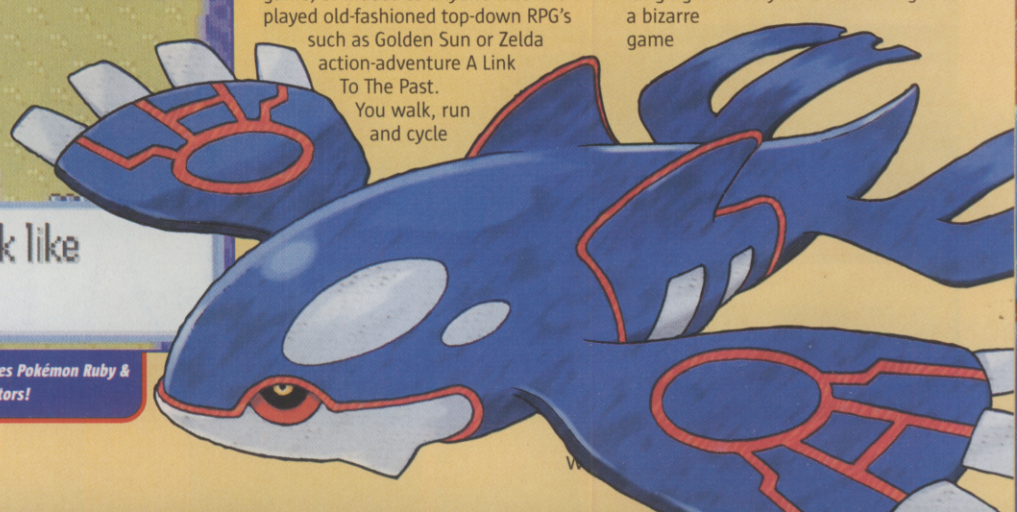


Mauville City Gym Leader Wattson specialises in Electric type Pokémon

SACK OF SOOT

Aside from the obvious visual improvements, Pokémon fans will notice extensive enhancements to the gameplay. There appear to be many more mini-games and side-quests, ranging from bicycle race challenges to a bizarre game

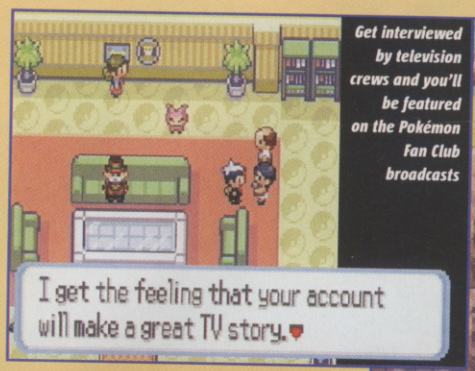
As ever, it's the fantastic array of truly crazy characters that makes Pokémon Ruby & Sapphire so special. We'd like to get inside the heads of the creators!



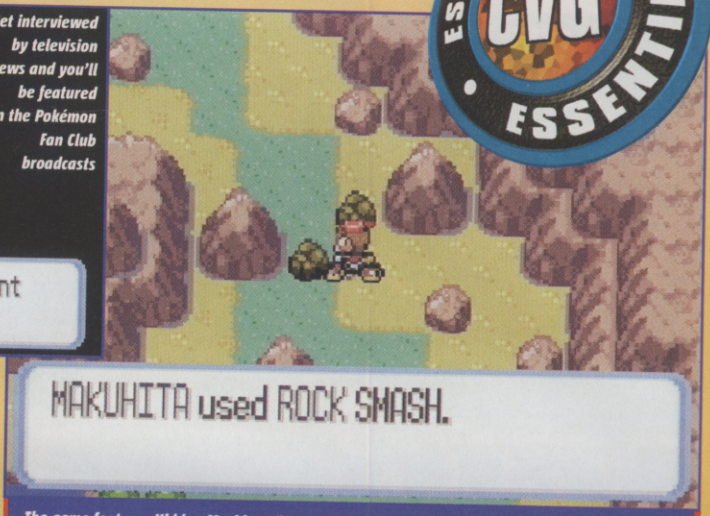
where you collect soot in a sack and trade it with a glass-blower who makes flutes. Really.

The radio broadcasts from Gold and Silver have been replaced by a TV channel, viewed in the houses you visit throughout Hoenn. You even get the chance to be interviewed by TV crews and have your answers featured on the next broadcast using an ingenious cut-and-paste method.

The battle animations are better than anything seen in previous Pokémon games, with the added excitement of four-way tag-team battles in single-player. Just look for trainers standing in pairs.



Get interviewed by television crews and you'll be featured on the Pokémon Fan Club broadcasts



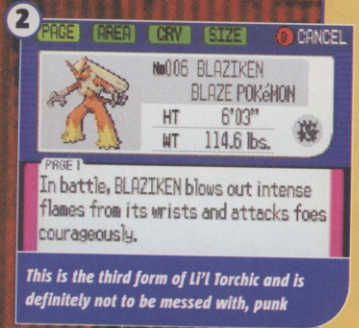
The game features Hidden Machines (known as HMs), which equip your Pokémon with the special moves they will need to use both in battle and while they're travelling

MEET THE NEW GUYS

The idea of seeing 100 brand new Pokémon displayed in vibrant GBA colour is a huge thrill for all of us Pokémaniacs. It's great to see so many cute new characters as well as several very bizarre and comic oddities in all their glory. Here's a typical cross-section.

1

Beautifly is both Bug- and Flying-type, so perfect for busting Fighting-type beasts

2


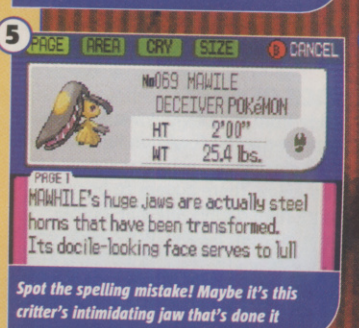
This is the third form of Li'l Torchic and is definitely not to be messed with, punk

3

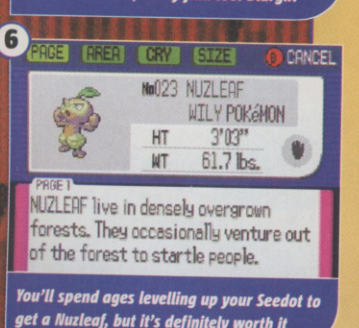
There's nothing special or outstanding about Taillow at all. The world's-most-boring-mon

4

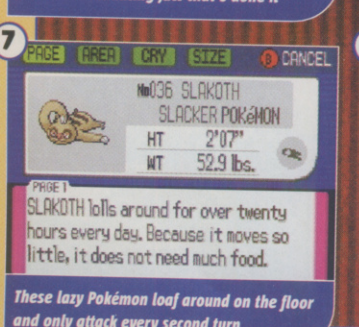
CVG's Mike sometimes comes to work covered in a thin, sticky film too. Blargh!

5


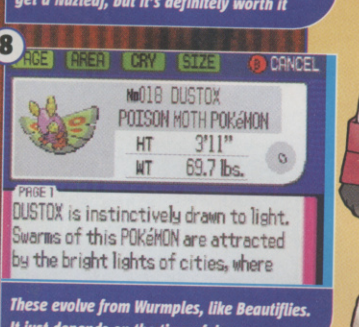
Spot the spelling mistake! Maybe it's this critter's intimidating jaw that's done it

6


You'll spend ages levelling up your Seedot to get a Nuzleaf, but it's definitely worth it

7


These lazy Pokémon loaf around on the floor and only attack every second turn

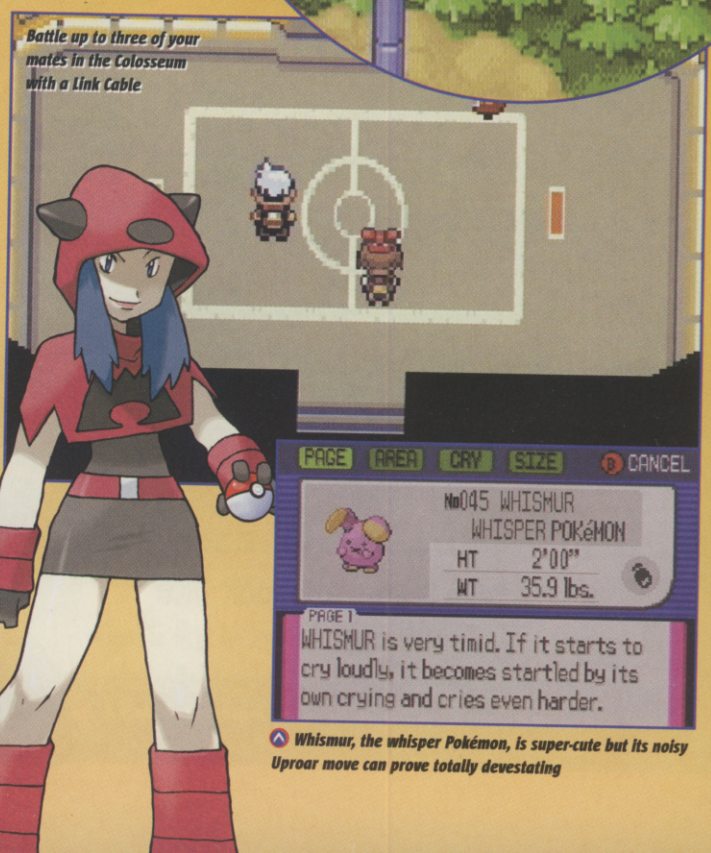
8


These evolve from Wurmples, like Beautiflies. It just depends on the time of day

The revamped PC Pokémon storage system is another impressive improvement. Designed by a messy young girl called Lanette who lives near Fallorbor Town, the system allows for much easier movement of Pokémon between your Party and Storage boxes. Simply click on the little wiggling icons to switch them about.

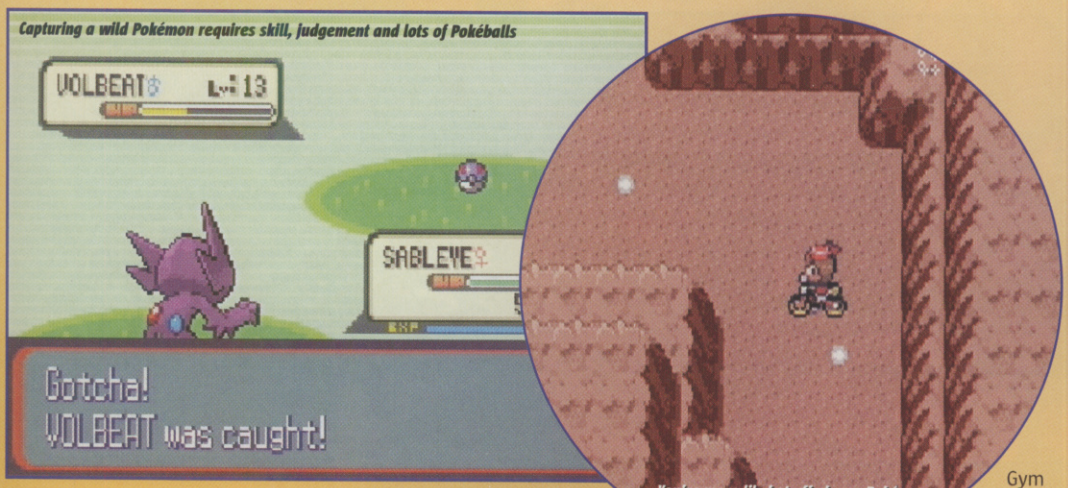
The old system of using mobile phones to keep in touch with other trainers has been replaced

Riding the Cable Car is a spectacular way to reach the summit of Mount Chimney



Battle up to three of your mates in the Colosseum with a Link Cable

Whismur, the whisper Pokémon, is super-cute but its noisy Uproar move can prove totally devestating



Capturing a wild Pokémon requires skill, judgement and lots of Pokéballs

You're more likely to find rare Pokémon in dark caves and forests

by Trainer's Eyes, a comprehensive database of fellow trainers, including some crazy character descriptions.

BATTLE ROYAL

As always, the battles with other trainers and wild Pokémon represent the heart and soul of the gameplay. You capture wild Pokémon, raise them and throw them into battle in order to build up their Stats and create the ultimate party of fighting creatures.

Your aim is to beat all eight Gym Leaders in Hoenn, and win all the Gym badges. You can then go on to face-off against the Elite Four and the Pokémon Champion at the Pokémon League in Ever Grande City. You'll need to have raised your party to at least level 50 to even think about facing the best of the best.

The Day Care Centre returns. Leave two Pokémon there and they might make babies

HIPPY TRIPPY

In typical Pokémon tradition it's not all about combat. If you want your creatures to evolve into more powerful Pokémon, you should shower them with love, affection and treats. It's frightening how much pride you feel when you take your Pokémon to the Pokémon Fan Club meeting in Slateport City and they tell you that

Who needs to go to school when you've got the Oceanic Museum in Slateport?

your Pokémon love you. Or is that just us? Don't answer that.

Pokémon games have always been big on the touchy-feely stuff and Ruby & Sapphire are no exception. In order to successfully progress in the game you also spend lots of time helping your fellow man via side quests. There's a very strong environmental

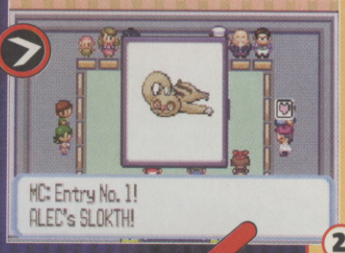
POKÉMON CONGENIALITY

There are so many extras crammed into Ruby & Sapphire that it feels like a combination of the old Pokémon GBC games and Pokémon Stadium on the N64. The Pokémon Contest is a new addition to the handheld game that adds a whole new dimension to caring for your Pokémon.

1

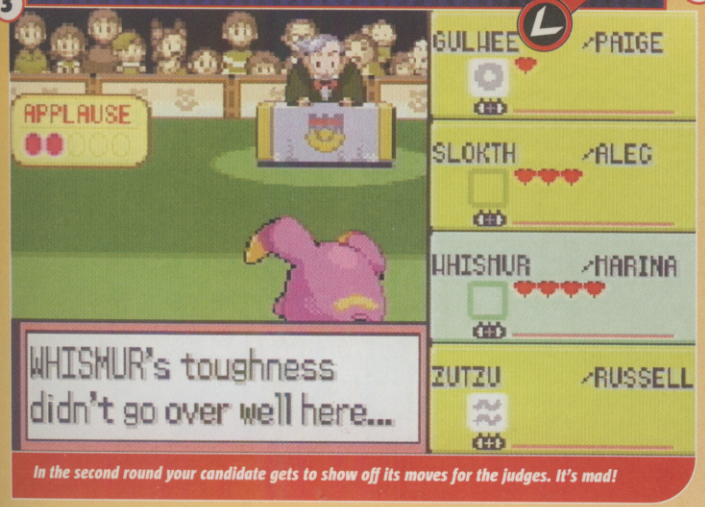
To enter, sign up for a Contest Pass at the Verdanturf City Contest Hall

The first round of the contest judges the Condition of your chosen Pokémon



2

3



In the second round your candidate gets to show off its moves for the judges. It's mad!

POKÉ... NAV

To compliment the user-friendly Items Bag that replaces the bulky Backpack from Gold and Silver, you have the superbly featured Pokénav. Prof. Birch gives it to you along with a Pokédex so that you can collate information on Pokémon and details about your fellow Trainers.

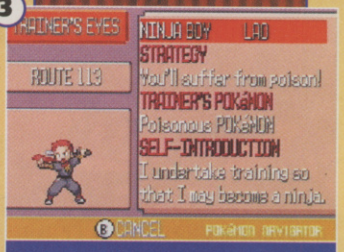
1

Zoom in on the map and you can view details of every city you visit

2

Use the Pokénav to keep an eye on your Pokémon's Condition Statistics

3



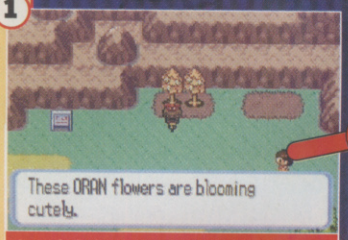
Trainer's Eyes is a brilliant guide to the character, strategy and location of Trainers

4

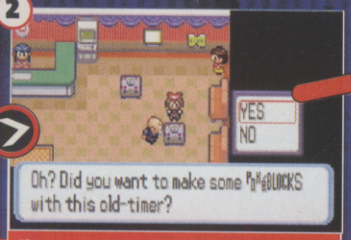
This is where your star Pokémon show off Contest ribbons they've won. Bless 'em

BERRY GOOD

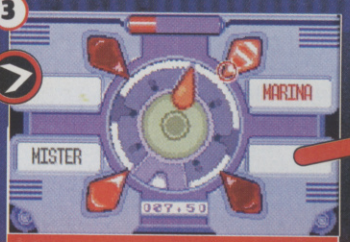
The humble Berry has a pivotal role to play in Ruby & Sapphire. There are lots of different types of exotic fruits to be found around Hoenn, all of which can be fed to your Pokémon. The fruity treats are also involved in several mini-games, including the planting and watering of Berry trees with your Wailmer Pail, and the intriguing and precise art of Berry Blending – which, like all rewarding activities, is complicated at first.

1


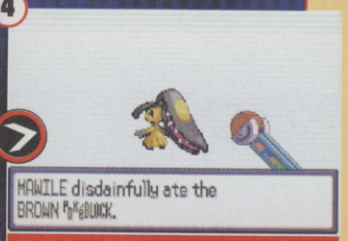
Go and pluck your Berries from the many trees that are planted around Hoenn

2


Then approach strangers in Pokémon Contest Halls and suggest a bit of Blending

3


Select a Berry to blend, then press A when the pointer spins past your marker

4


The end result? A Pokéblock to feed your Pokémon and increase their Condition Stats

awareness theme to the story line involving the two warring factions of Team Aqua and Team Magma and their attempts to influence the ecology of Hoenn. Like, wow, far out man.

It certainly seems that Nintendo has gone all out to make this the definitive Pokémon game. We could have done without quite so many boring bird-like critters (is Taillow the new Magikarp?), but there's not much else

Walking the Seaside Road is too dangerous so you'll have to find a bike to continue your epic journey

Playing with your mates? Then you should pay a visit the top floor of Pokémon Centres for a range of multiplayer options

The Trick Master likes hiding in flower pots. He's a very strange man

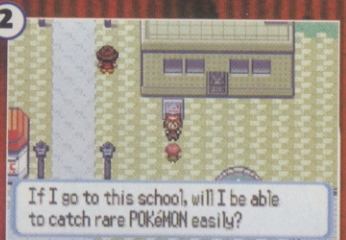
Once you get TM43 Secret Power, you can set up your own Secret Base

DREAM DESTINATIONS

Each town, village and city in Ruby & Sapphire has a very distinct personality, and you'll never get tired of exploring far-flung locations. Some buildings will look very familiar from previous games, while there are also plenty of brand new tourist attractions for the wandering Trainer to visit.

1

Petalburg City is where your friend Wally lives and the location of your Dad's Gym

2


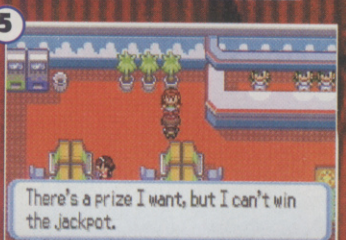
Rustboro City houses the Devon Corporation HQ and a Pokémon Trainer's School

3

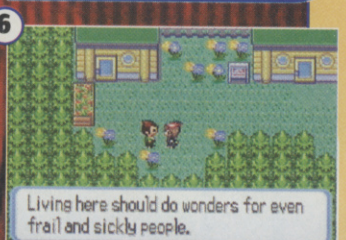
Dewford Town is hilarious! Everyone there is obsessed with hipness and fashion

4

Be sure to check out the Oceanic Museum and the shipyards in nautical Slateport City

5


You get a bike to ride in Mauville City and you can also play slot machines in Game Corner

6


Verdanturf Town, site of the Rusturf tunnel, dug by hand to link up with Rustboro City

to quibble over. And while there are always going to be those who wouldn't touch anything Pokémon with a 10-foot Feraligator (more fool them), open-minded Pokénewbies are bound to be ensnared by the gorgeous graphics and incredibly compelling and addictive 100 hours-plus of blissful gameplay.

Ruby & Sapphire represents everything Pokémon fans could have hoped for, and much more.

VERDICT

Raise and nurture a squad of unstoppable beasts in the most polished Pokémon adventure yet. Will keep you happy for a long time. **Maura**

GOOD VS BAD

- 100 new Pokémon
- Pokémon talent contests
- Glorious GBA colour
- Not backwards compatible
- Essentially just more of the same

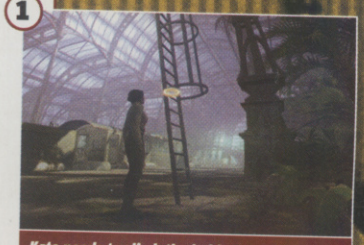
9 OUT OF TEN

IF YOU LIKE THIS TRY THESE...
- Zelda: A Link To The Past (GBA)
- Yu-Gi-Oh! Worldwide Ed. (GBA)

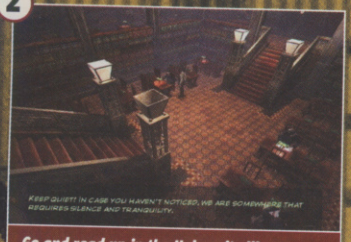
© 2003 Kellogg Company

PARROT ON THE DOORKNOB

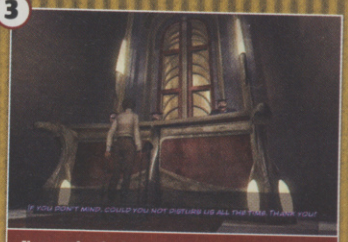
Point-and-click puzzles are notorious for being so obtuse that they defy all logical thought. Fortunately, Syberia's puzzles are pitched just right. Although you might have to do some strange things such as drawing a woolly mammoth or making legs for Oscar, most of the conundrums can be worked out with just a little brain massaging.



1 Kate needs to climb the ladder to grab an egg, but the evil Cuckoos won't let her pass



2 Go and read up in the University library about Cuckoo-friendly grapes



3 Now make the loony Rectors reveal details about their secret grape garden

4 Feed the birds to reach the automaton's nest; use a test-tube holder to get your prize

Syberia

Classy – more **lawyer** than **Lara**

REVIEWER MAURA SUTTON

The lush environments are almost identical to the ones in the PC version

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: MICROÏDS
OUT: NOW
DEVELOPER: MICROÏDS
URL: WWW.SYBERIA.INFO

Tired of all that shooting, slashing, jumping and driving? Nah, nor are we, but we can always squeeze something a little more avant-garde into our gaming schedule if we deem it worthy of our time. Et voilà: step up Syberia, the delicately fragranced offspring of French publisher Microïds.

Already a surprise hit on the PC, Syberia is a beautiful point-and-click puzzler featuring the adventures of NYC lawyer Kate Walker. Kate travels to the chocolate-box Alpine French town of Valadilene on a routine assignment to arrange the sale of an automaton factory.

The owner dies before the deal is struck, kicking off a quaint, old-fashioned mystery in which hardly anything violent or frightening happens, but which still holds your attention. The charming automatons and gadgets are the real stars of the game, particularly Kate's travelling companion Oscar, a C-3P0 sound-a-like with a humourously pedantic attitude.

Move Kate with the analog stick and the cursor changes when a useful object looms

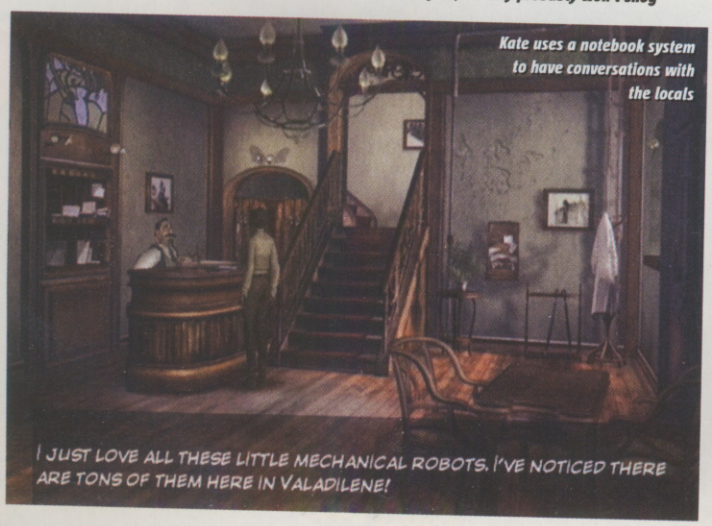
Oscar is Kate's constant companion. He's made of tin, so they probably won't snog

Kate travels across Europe to Siberia on a clockwork train. Obviously

NOT SO FAST

In terms of looks and character, Syberia is a winner. However, the control system suffers in comparison to the PC version's. What works seamlessly with a mouse seems sluggish with a joypad, making Kate frustrating to control at times.

Movement between screens is also very slow. You'll find yourself constantly holding down the run button to try to cover the vast environments at more than a snail's pace. Very annoying at first, but you'll get used to it eventually. If your thumb is strong enough to bear such tribulations, you'll uncover a charming and intelligent gem.



Kate uses a notebook system to have conversations with the locals

Like any woman of the noughties Kate uses her mobile phone to contact friends and family

VERDICT

Wonderful on PC, but Syberia's PS2 control system feels awkward. Worth suffering the slowdown if you fancy something a little different. **Maura**

GOOD VS BAD

- Each frame is a work of art
- Cute automatons
- Something different
- Frustrating controls
- Too quaint for some
- Involves too much running around

IF YOU LIKE THIS TRY THESE... Runaway-A-Road Adventure (PC), Escape From Monkey Island (PC, PS2)

7 OUT OF TEN

LOG ON AND LOAD UP ON INFO!

Still hungry for more even after thumbing through this game-packed issue of CVG? Logging onto **ComputerAndVideogames.com** will satisfy the biggest gaming appetites

HOTTEST GAMING NEWS

ComputerAndVideogames.com is Europe's leading online news service, covering games on a global scale. Any self-respecting games fan simply cannot afford to miss the latest developments on PS2, Xbox, Game Boy Advance, GameCube and PC from around the world. There's only one place to keep up and that's here. CVG's news is an essential part of your daily routine.

IT'S GOOD TO TALK

There's no better place on the Web to meet like-minded people than on our forums. Feel the need to spout on about your passion? We have bulletin boards for PS2, Xbox, GameCube, Game Boy Advance, PC, Mac, PSone, Dreamcast, N64, music and film, cheats, our online ranking service CSports.net and a general place to talk games. Join the party right now!

FIND THE GAME YOU WANT

Our site is fit to burst with an enormous amount of archived news, reviews, previews, features, cheats and downloads. Looking for some screenshots? We have thousands of them. And using our simple navigation, finding exactly what you want on any format couldn't be simpler: allow us to take the pain of searching out your gaming addiction!

ESSENTIAL TIPS FROM THE EXPERTS

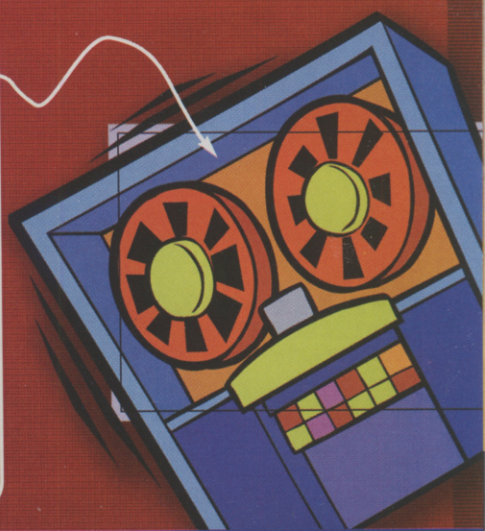
CheatStation is one of the biggest sources of gaming tips, cheats and guides on the Internet, supplying 37,558 cheats for 8877 games on 40 formats. Features such as being able to vote on any cheat make ComputerAndVideogames.com's service the best in the world. There's absolutely no need to go anywhere else.

KILLER COMPETITIONS

Fact: the best online competition prizes around are to be found on ComputerAndVideogames.com. Consoles, games, TVs and everything else you could ever need to make your gaming life a luxury fly out of our hands faster than you can say, "I need free stuff". Don't be a mug: you've got to be in it to win it.

PLAY BEFORE YOU PAY!

All the demos, exclusive movies, patches, add-ons and extras you could ever want are available on ComputerAndVideo games.com for free. Updated daily, our service brings you the very best the Web has to offer. We even supply speedier downloads for a small charge. Be sure to try here before you buy.



www.computerandvideogames.com

Shinobi

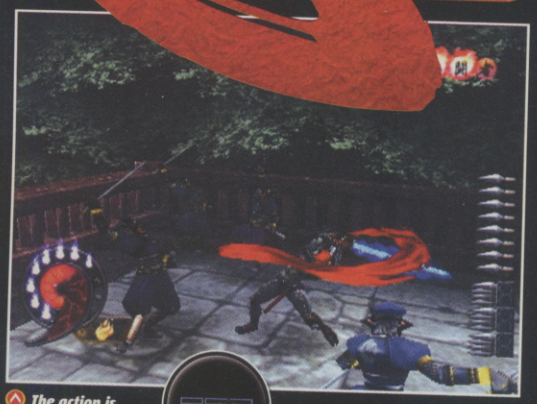
Warning: **nostalgia** can be **dangerous**

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: SONY
OUT: MAY 16
DEVELOPER: SEGA
URL: WWW.SEGA.COM/GAMES/POST_GAMEGAME.JHTML?PRODID=10083

Certain things should be banned from videogames. Linear levels are one, as are titles that dump you back at the start of the stage if you mess up. Oh, and repetitive enemies – they'd definitely have to go, too.

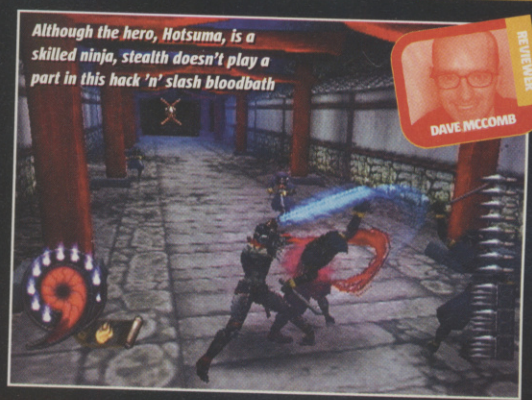
Unfortunately for Shinobi – a 3D update of Sega's side-scrolling ninja chop 'em up that first graced arcades in 1987 – it features all the frustrating devices and irritating set pieces that make you want to smash your Dual Shock in a fit of blind rage. And we haven't even got *started* on the bottomless pits yet.



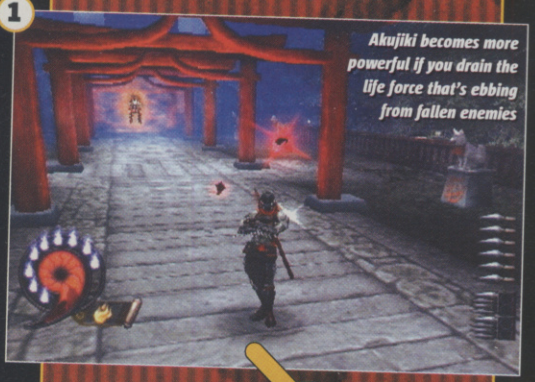
The action is incredibly violent, rival ninjas chopped in half at every turn

Old codgers who say that today's games are too easy will find comfort here

To gain himself some extra height and the ability to reach distant platforms, the hero can perform one of his nifty double jumps



Although the hero, Hotsuma, is a skilled ninja, stealth doesn't play a part in this hack 'n' slash bloodbath



1 Akujiki becomes more powerful if you drain the life force that's ebbing from fallen enemies

2 It's a double-edged sword, though. If you don't do enough killing, the sword will begin to drain your vitality

CURSES!

One spin on the original game is the cursed sword, Akujiki. After you defeat the second boss, the hero can begin using his mythical blade to absorb the souls of people he butchers, in turn making his weapon longer and more powerful. But be careful. If you're not killing enough enemies or sucking enough souls, Akujiki will begin to drain energy from you.

PAST IMPERFECT

The reason Shinobi fails is that it tries too hard to stick to its source material. Although bland levels and identikit enemies were fine back in the days of shell suits and New Romantics, offering gamers the same thing in 2003 – albeit with 3D gameplay and flashy graphics – just isn't enough.

Slaughtering waves of identical ninjas is fun for a while, but the repetitive, shallow gameplay quickly becomes tiresome, and tricks such as bottomless pits that catch you off guard at the end of a stage (and put you all the way back to the start, for Chrissakes!) are, quite frankly, rubbish.

Hollywood screenwriter Peter De Vries once said, "Nostalgia isn't what it used to be." If you're a Sega devotee hoping to relive your lost youth taking a chance on this lazy retro update, his words will ring true. CVG

REVIEWER DAVE MCCOMB

QUICK AS A FLASH

A clever addition to Shinobi's traditional gameplay is the evasive stealth dash. As you're often attacked by packs of assassins who surround your hero and prod him to death, the stealth dash allows you to move faster than the human eye, bust out of scrums and attack your unsuspecting rivals from behind.

1 When surrounded by groups of enemies, it won't be long until your hero pops his clogs

2 Using the stealth dash, the hero dodges his aggressors, leaving behind a ghostly double

3 Attack the ninja gang from behind as they struggle to see where the hell you went

VERDICT

With its unforgiving gameplay and repetitively tedious action, Shinobi fails to bring anything new to Sega's vintage licence. **Dave** CVG

GOOD VS BAD

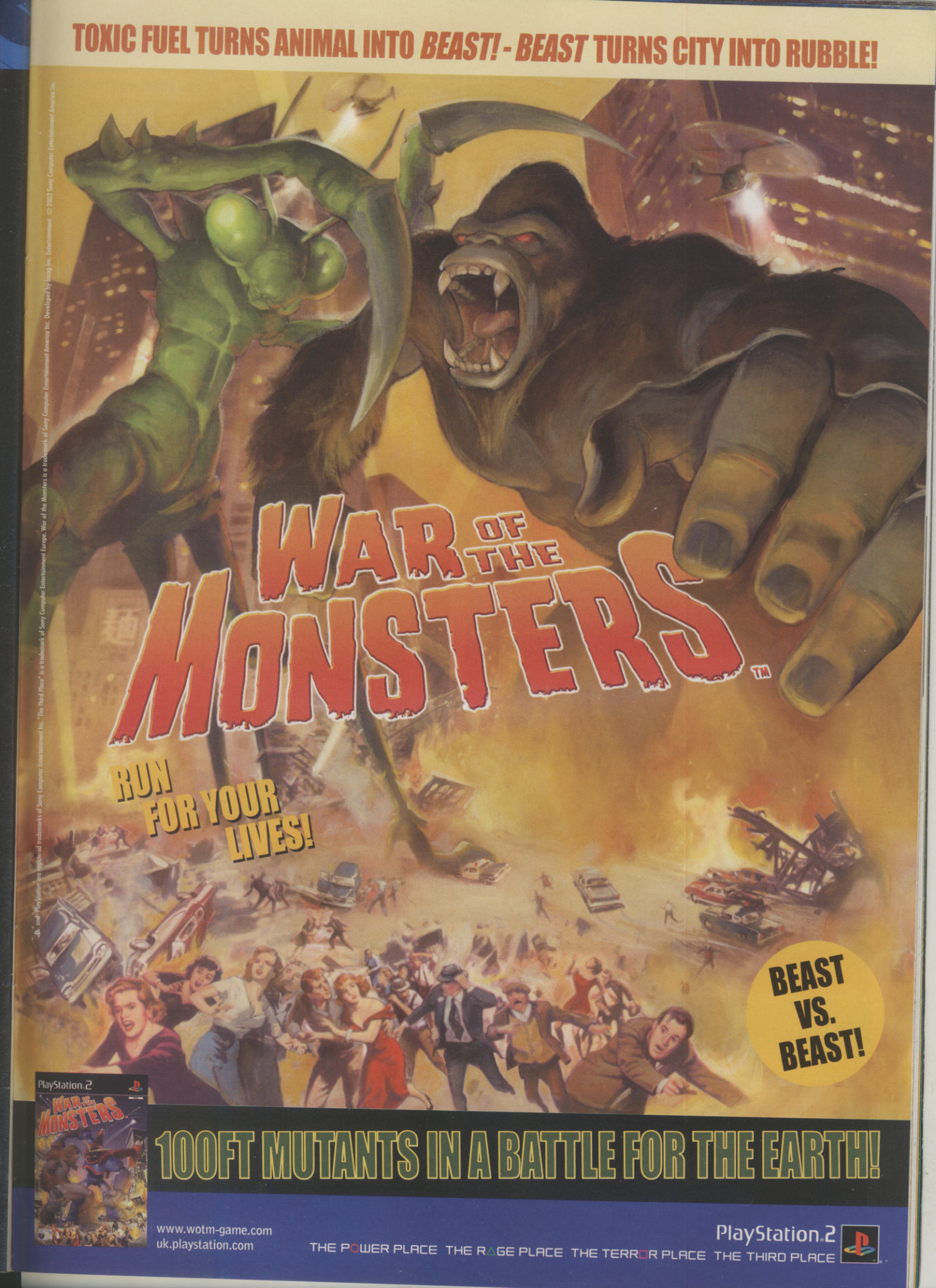
- Cool evasive moves
- Entertaining cutscenes
- Well designed hero

- Unfeasibly difficult
- Repetitive action
- Cruel gameplay

IF YOU LIKE THIS, TRY THESE... Tenchu Wrath Of Heaven (PS2), Contra: Shattered Soldier (PS2)

5 OUT OF TEN

PlayStation 2 and PlayStation are registered trademarks of Sony Computer Entertainment Inc. "The Third Place" is a trademark of Sony Computer Entertainment Europe. War of the Monsters is a trademark of Sony Computer Entertainment America Inc. Developed by Kuju Inc. Entertainment. ©2003 Sony Computer Entertainment America Inc.


TOXIC FUEL TURNS ANIMAL INTO BEAST! - BEAST TURNS CITY INTO RUBBLE!
WAR OF THE MONSTERS™
RUN FOR YOUR LIVES!
BEAST VS. BEAST!
100FT MUTANTS IN A BATTLE FOR THE EARTH!
www.wotm-game.com
uk.playstation.com
PlayStation 2
THE POWER PLACE THE RAGE PLACE THE TERROR PLACE THE THIRD PLACE

MotoGP3

Official Game Of MotoGP

GAME INFO BOX

NUMBER OF PLAYERS: **1-4**

COST: **£39.99**

PUBLISHER: **SONY**

OUT: **APRIL 30**

DEVELOPER: **NAMCO**

URL: **WWW.NAMCO.COM/GAMES/MOTOGP3.HTML**

Played MotoGP2? Then **you've played this too**

Back in 1985, The Coca-Cola Company made an expensive mistake. Concerned that Coke was rapidly losing its market share to Pepsi, the company decided to discontinue its original soft drink and introduce the sickly sweet New Coke.

The American public hated it and Coca-Cola had to rush Classic Coke back onto the shelves. Now there's a lesson in not fixing something that ain't broke, a message Namco clearly took to heart during the production of MotoGP3, a game that's just as good as, yet virtually identical to, its top-selling predecessors.

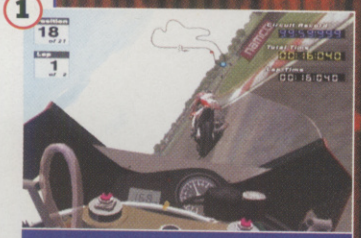
SAME OLD, SAME OLD

As always, the main appeal of MotoGP lies in its elegant balance between arcade racing and realistic simulation. Although it's easy to hit dizzying speeds on the straights, players must use a combination of timed brakes and acceleration to burn around the bends and stick to the racing line. And while you won't fall off your bike for making simple mistakes as you would in real life, the game's authentic handling makes MotoGP3 feel more like Gran Turismo than Extreme-G.

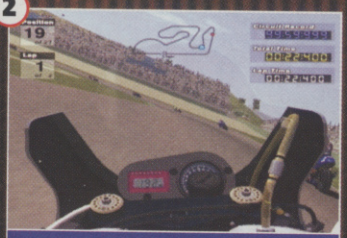
But aside from slightly slicker graphics, a greater selection of tracks and an expanded roster of licensed drivers and teams, this latest edition brings nothing new to the party.

VIEW TO A THRILL

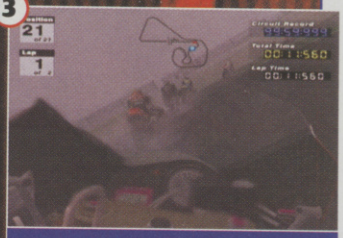
For a greater challenge, you can also opt to play from MotoGP3's scarily-rapid first-person perspective. This new view, through the bike's minuscule windscreen, is genuinely thrilling as it puts you right at the heart of the action. However, it's almost impossible to use and requires superhuman gaming skills.



1 As your bike tilts to the side when taking corners, the cockpit view becomes disorientating and confusing



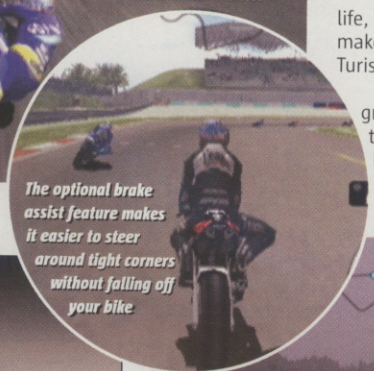
2 It's easy to follow rivals around the bends but, once you're in first place, it's impossible to judge upcoming corners



3 When it's raining it's difficult to see through the windscreen and splashes from the bikes in front also obscure your view

You can race a mate in the two-player mode or use a Multitap to go head to head with three challengers

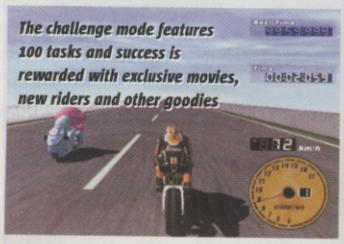
The AI of the rival riders is better this time and they'll fight you all the way to the finish line



The optional brake assist feature makes it easier to steer around tight corners without falling off your bike

You can tweak your motorbike's settings and fiddle with its transmission, handling, acceleration, brakes and tyres

MotoGP3 presents you with 15 real tracks and 20 fantasy courses to race around, each one offering a set of unique challenges



The challenge mode features 100 tasks and success is rewarded with exclusive movies, new riders and other goodies

MotoGP3 is definitely the best biking simulation around but, if you have played either of its PS2 cousins, you'll feel completely underwhelmed by this identikit update. CW

VERDICT

If you haven't played previous editions, MotoGP3 is the best PS2 motorbike sim out there. But if you have, steer clear of this lazy update. **Dave** CW

GOOD VS BAD

- Arcade thrills
- Simulation skills
- Four-player via Multitap

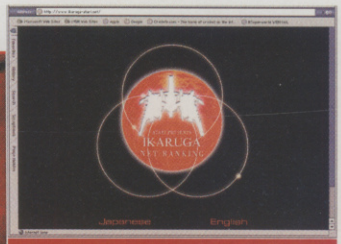
- No big improvements
- Godawful techno soundtrack
- Cockpit view no fun

IF YOU LIKE THIS TRY THESE... MotoGP (Xbox), Riding Spirits (PS2)

7 OUT OF TEN

BLASTAHOLICS ANONYMOUS

If you defeat the whole game and think you have an unbeatable score, make sure you stake your claim at www.ikaruga-atari.net. You receive a password at the end of Ikaruga, which you can then enter on the official Ikaruga website to compare your scores against blast masters the world over.



Log onto the Ikaruga website to share your hopeless addiction with the rest of the world

IKARUGA

The **human race** isn't ready for this

It gives you such a feeling of elation when you defeat the bosses. Punch the air in defiance as the blighters go down in flames!

MY EYES! I CAN'T FEEL MY EYES!

Only two buttons are needed to play Ikaruga – shoot, switch colour, plus a combination of both to fire homing lasers. Nothing can prepare you for the mental torture involved during your virgin shoot-and-switch missions.

GAME INFO BOX

NUMBER OF PLAYERS: **1-2**
COST: **£39.99**
PUBLISHER: **INFOGRAMES**
OUT: **APRIL**
DEVELOPER: **TREASURE**
URL: **WWW.IKARUGA-ATARI.NET**

This reminds CVG of when videogames were designed to scare you into submission with impossible challenges, while pacifying you with digital displays beyond most imaginations.

NOTHING IS IMPOSSIBLE

Yes, it is possible to reinvent the shoot 'em up because Treasure routinely does this every few years. The twist for 2003 is that your spaceship, the Ikaruga, changes shades between black and white to confront enemies that are either black or white, or a combination of both. Enemies that are black fire black bullets; white bullets are spewed by white enemies.

The Ikaruga is only susceptible to damage by bullets of the opposite shade, and can absorb power from bullets of the same shade. That's it – game on. You'll be eating up black bullets while dodging the white, then vice-versa, as naturally as breathing before you know it. Dry, shallow breathing, that is, because Ikaruga really is hell-a-stressful.

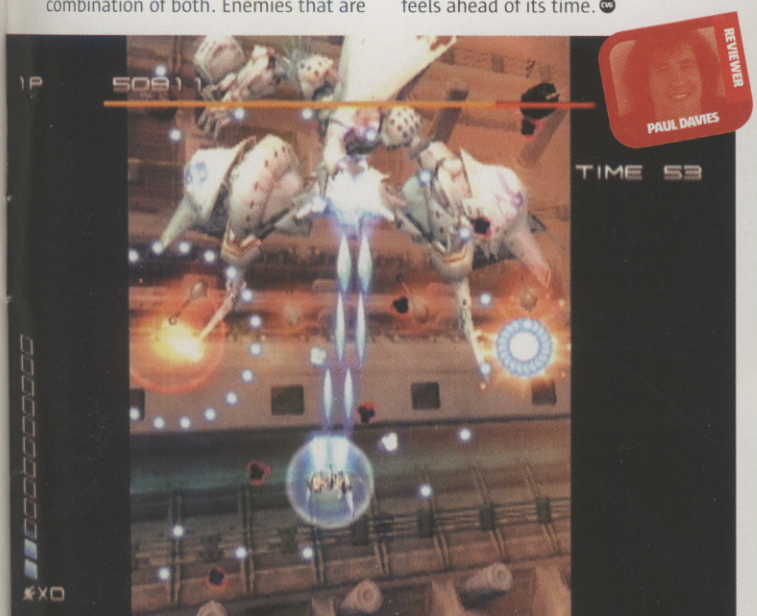
I CAN WALK! AGAIN!

On the face of it Ikaruga is only a vertically scrolling shoot 'em up played on a 2D plane, with modern 3D visuals to sex it up. Get to grips with it, and you'll endure the process of being educated into a new way of thinking, overcoming situations that you think are impossible and reaping the rewards of dedication. Just like the old days, but, paradoxically, in a way that feels ahead of its time.

Eat the same shade of bullets to acquire enough power to unleash homing lasers

Don't get caught out trying to snaffle bullets of the opposite hue - an easy error

Enemy bosses combine black and white powers, so staying out of danger is hellishly hard



REVIEWER
PAUL DAVIES

Admire the superb character design from Treasure. Long may they continue to freak us out

A black laser beam is about to cross your path

VERDICT

The most intimidating SOB we've seen in ages, but equally rewarding thanks to sublime presentation. For Cube connoisseurs only, though. **Paul**

GOOD VS BAD

- Immensely cool
- Will stun your eyes
- Makes you feel truly hardcore
- Impossibly difficult
- No appeal for non-shooter fans

IF YOU LIKE THIS TRY THESE... Giga Wing (DC), Sin & Punishment (N64)

7 OUT OF TEN

ZELDA the Wind Waker™

This is the **best** Zelda yet! It will literally **blow you away**

GAME INFO BOX

NUMBER OF PLAYERS: **1**
COST: **£39.99**
PUBLISHER: **NINTENDO**
OUT: **MAY**
DEVELOPER: **NINTENDO**
URL: **WWW.ZELDA.COM**

Tools in Zelda have more than one use. The first is made obvious...

...Others you have fun working out by yourself. This one helps a lot

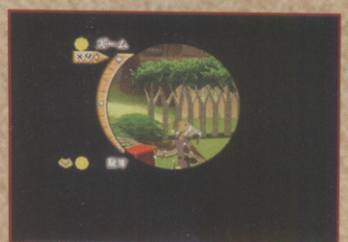
We've been enjoying tons of games lately that give you huge amounts of freedom, but have no particular aim in mind. The fun of these games, whether it's GTA or even something as competitive as one of the top fighting games, is down to endless experimentation.

These sorts of adventures are terrifically exciting with lots of potential – perhaps the ultimate being the massively multiplayer online RPGs like EverQuest. You don't need much of a plot, merely guidelines of who you are and what you can do.

At a point where we're getting used to so much freedom, you'd think it would be impossible to enjoy restraint all over again. However, when restraint is treated as guidance or direction, this can lead to some huge moments in a game.

Zelda for Cube has forced the message home to CVG that on occasion, allowing creators to control the drama can still deliver great moments, even ones that we'll still be talking about years from now.

Link sorts himself out with a ride ojier befriending a young Pirate named Tetra. There's something weird about Tetra, though...



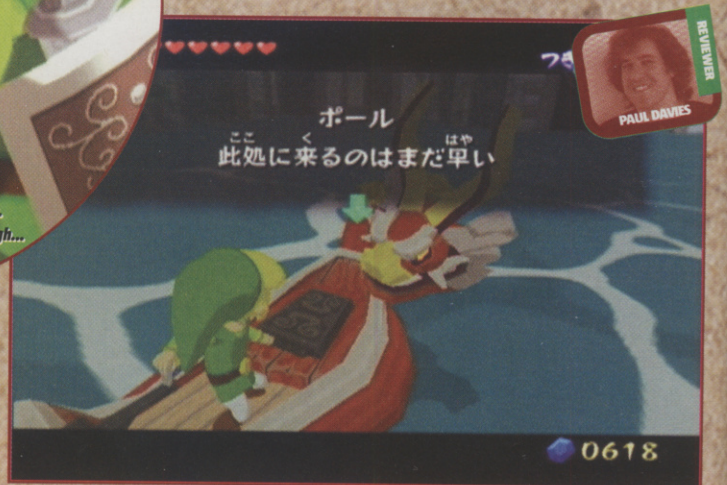
Use the telescope to spy danger because before long you will be in the thick of it

WILD FRONTIERS

The Wind Waker journey grips you because you're always on the brink of discovery. This can be as obvious as exploding rocks to find the entrance to a cave, or as mysterious as entering the mind of a bird to seek out pathways. In between carrying out specific A-to-B missions for characters in the game, there are always new threads being woven into the bigger picture.

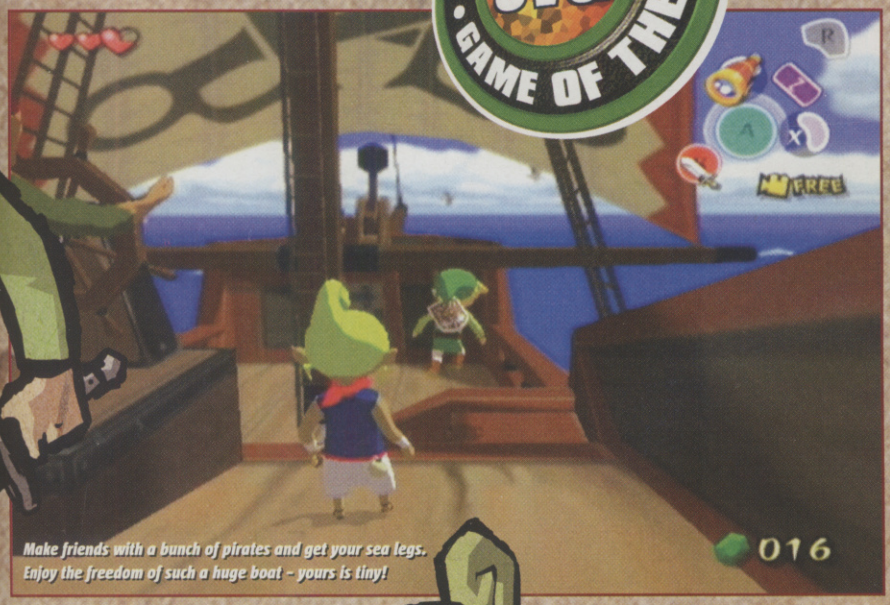
It's a lengthy and sometimes tiring quest, but it's designed so that occasionally some of these threads will suddenly point to an answer that's right under your nose. When this happens it's really exciting to have solved a small part of a puzzle, all the more so because the solutions are well hidden until the time is exactly right for them to become clear.

It's easy to know when you're getting close to such moments in the game because you start to get a nagging feeling, and the pace slows right down as you realise that your rate of progress has ground almost to a halt. Time to get excited!



Your boat is called The King of the Red Lions. It talks and likes to give advice. Can prove essential

CVG GAME OF THE MONTH



Make friends with a bunch of pirates and get your sea legs. Enjoy the freedom of such a huge boat - yours is tiny!

THE HYRULE REWARD SCHEME

Rewards for your inquisitive and playful attitude towards the game come in many forms. In a way that you might expect, the most obvious milestones are encounters with Ganon's most fearsome guardians, those monstrous creatures that guard items of huge value to Link.

These can be conundrums in themselves – as with every Zelda game, evil guardians don't flag up their weak spots. Sure, your combat skills must be up to the job, but it's not often that striking something directly with a sword will count.

What's terrific about Zelda games in general, and it's true again in Wind Waker, is that clues are always close by, but you won't see them unless you know what to look for. Usually you find yourself in possession of one half of the puzzle – a mirrored shield, for example – and its collaborator is right under your nose.

First, you have to think things through but simply realising what can be done only brings you to the very start of working things out. It's like being handed a cracked code then being asked to unscramble a stack of strangely-encrypted messages. Your brain never stops whirring in Zelda, a buzz that has become kind of scarce in games recently.

TUNED UP

The centrepiece of so much puzzle-solving is Link's baton, The Wind Waker, used to summon a range of special but practical magic. Instead of huffing out melodies on his ocarina, Link conducts the very essence of songs in the air. Hyrule's magic responds to meaningful strokes of the baton as it slices the air, and comes to the aid of its hero.

Link can dictate the direction of the wind, enter the mind of other beings including ancient statues, and make day become night – and these are just a few of the baton's uses. Knowing the appropriate time to use this magic is the key to solving the whole game. Wind direction is especially useful because a large part of Wind Waker has Link navigating the Hyrulian Sea in a tiny sailboat. Of course, this is no ordinary sailboat.

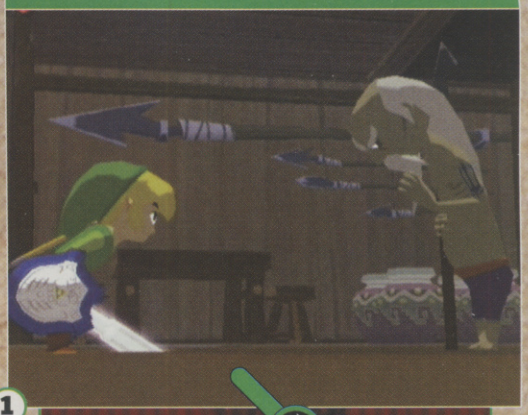
DID YOU JUST SAY SOMETHING?

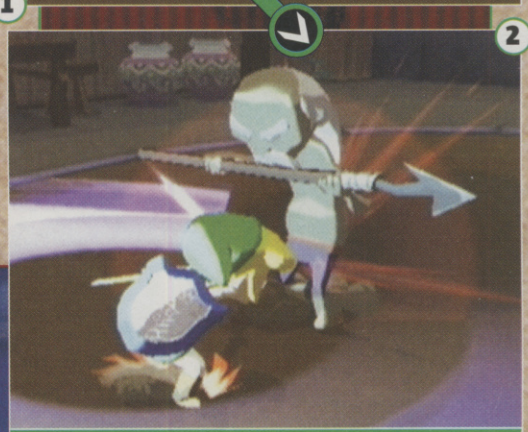
Introducing The King of Red Lions, a wise-ass talking boat. KORL agrees to help Link in his mission, recommending

OLD FATHER KICK-ASS

This being the time of mysterious legends and all, kids get to play with swords from an early age. The village swordmaster is an old man called Orca, and he trains Link in some fancy tricks that come in really handy later on. Honestly, you'll need to be right on top of your swordplay if you're going to stand a chance, so be sure to take it seriously!

Show the old man some respect before taking your lesson

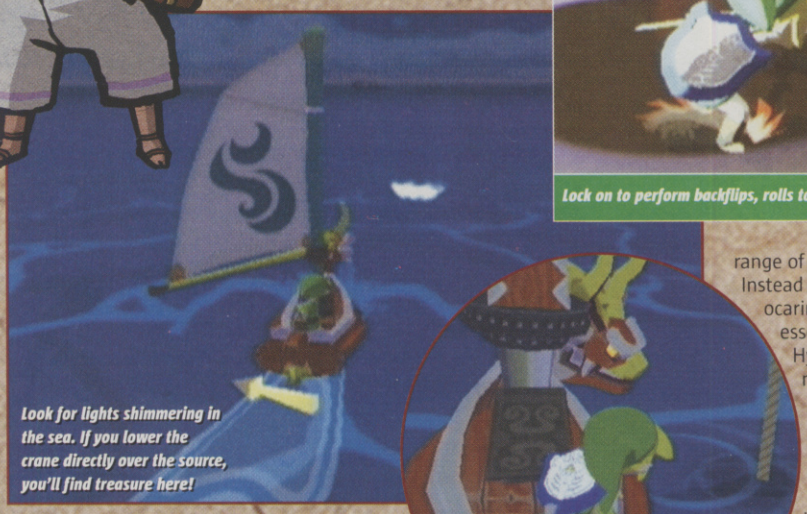




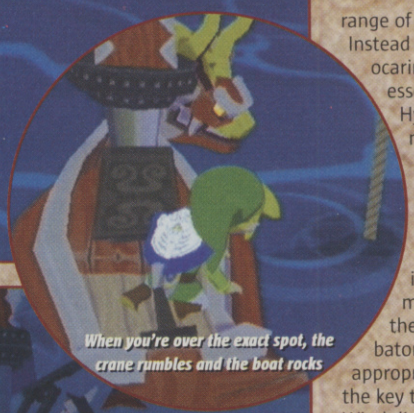
Lock on to perform backflips, rolls to the side and cool combos

Look out for Teri and his floating shop. He sells fish bait and strange magic totems

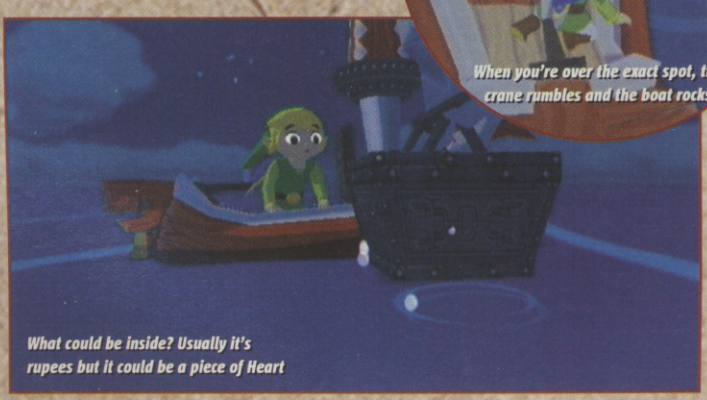
Become a regular customer at Teri's shop and you a reward card, just like Tesco



Look for lights shimmering in the sea. If you lower the crane directly over the source, you'll find treasure here!



When you're over the exact spot, the crane rumbles and the boat rocks

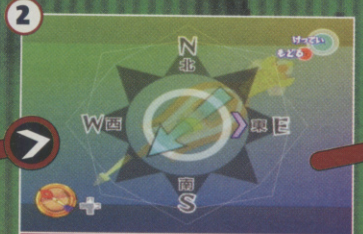


What could be inside? Usually it's rupees but it could be a piece of Heart

SONGS OF THE SEA

The Wind Waker – Link's baton – is handled using a combination of left stick to choose the number of notes, and the right stick to play the notes themselves. You'll use the Song of the Wind so many times you'll lose count, constantly changing wind direction to fill the sail or help Link to glide more efficiently on his Deku Leaf. Rarely-used songs have more spectacular results, however, but we don't want to spoil things for you...

1 *Learn songs by reading them off monuments, or they are taught by people you meet*



2 *Change the direction of the wind to fill your sail, or to help in other ways*

3 *Choose the number of notes to be played with the left stick, and the pitch with the right*

4 *If you forget the notes, they're all here on Link's inventory screen to remind you*

the next best place to go and expressing his general boat-like outlook on situations. You'll be spending many hours on this boat, as it's your only means of transport between islands.

Ferrying Link this way and that isn't all KORL is good for. With the right equipment installed, Link can 'fish' for treasure wherever he sees lights glowing from the ocean depths. KORL can also adapt to fire a mean-looking cannon for defence against pirates, or to blast through the gates of a fortress. He's one clever boat.

When you first set sail with KORL, the size of the ocean is intimidating. The first place highlighted on the map takes you around five minutes to reach – which is a long time to sit tight, doing nothing much except maybe sing Life on the Ocean Waves.

In fact this life doesn't stay so peaceful after all. As time goes on, the waters become infested with monsters, ranging from sharks to giant hovering uglies we're not sure the name of. Avoiding them is reasonably tricky, but not impossible. Sharks and other floating obstacles can be hopped over using the R trigger. Bigger enemies are fun to take out with the cannon!

There's a long way around here, but why take it, eh?

Armed with the right tools, Link makes light work of situations that cause a lot of bother at first

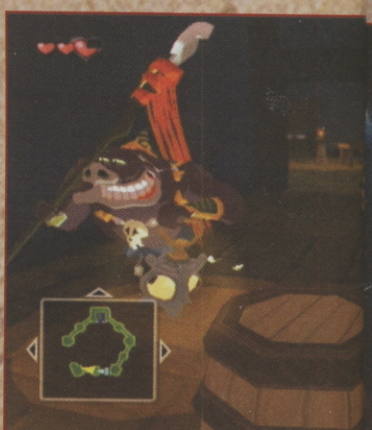
Use the grappling hook to swing across instead. A flash indicates if you're locked on

IT'S NOT A GAME, IT'S A CONTINENT!

So, sailing... great! But Zelda games are mainly about dungeon exploration, and the clever traps encountered within. Indeed, dungeons are found in most of the islands that litter the vast ocean and you'll be doing lots of to-ing and fro-ing between them.

When we say the dungeons in Wind Waker are on a par with those in previous Zelda games, we mean that they are genius. The combination of

Link's face shows his emotion all the way through. He can look really angry, terribly sad, and kind of confused



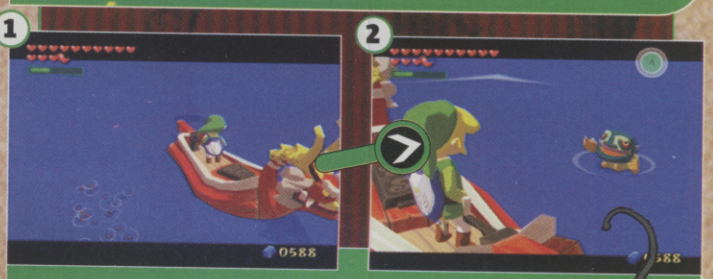
This porcine guard has one heck of a smile. He's obviously been flossing

Combat is often spectacular and filled with bright explosions, so it can get very tough. All enemies have weak points, however, and you can work them out to make things easier

HE WENT DATTAWAY

You get to travel far and wide to say the least in Wind Waker. A couple of guys are at hand to make sure you don't get completely lost.

Zephos, god of winds, teaches Link a song to carry him swiftly from one distant point to another via a typhoon, but you'll need to find a bow and arrow first...



Don't know the name of this crazy fish, but he's some artist and knows his way around the sea. Give him some food and he'll fill in your map details

Could this be the evil Lord Ganon back from the dead? That's little Link in the bird's beak

Just look at those mad, staring eyes. How terrible! That bird is pretty scary too

At the start Link is dressed in casual garb. He collects the famous green outfit from his gran

awe and bewilderment experienced as you first enter one of the dungeons in Zelda has no equal in any other game series, period. But what GameCube adds is atmosphere like you won't believe.

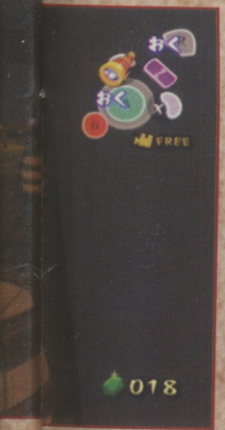
When A Link To The Past was created, all Nintendo had to consider was the puzzles. This was entertaining, of course. Then in Ocarina Of Time we were given a taste of what it felt like to be inside dungeons, be surrounded by the heat of a volcano or peer through the mist.

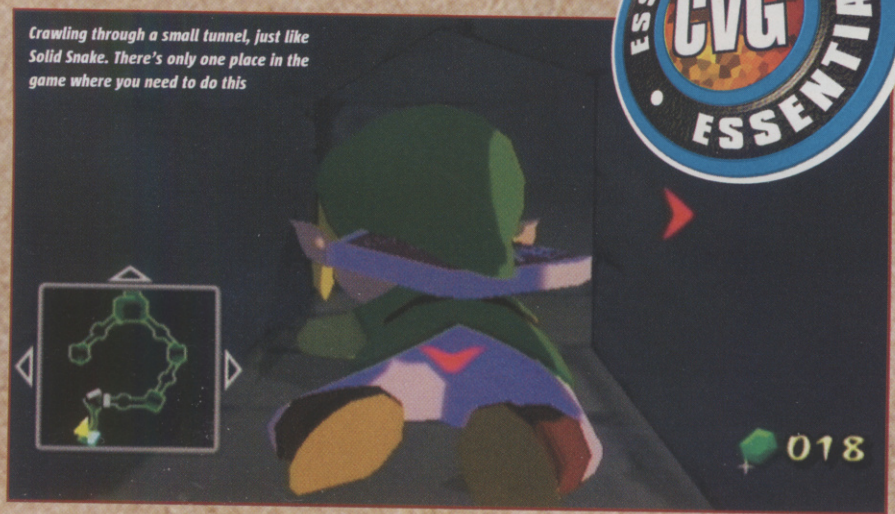
For Wind Waker the sensation of being there is 10 times as powerful. It builds a colossal sense of scale, and the sounds reverberating all around create untold suspense. But most of all it seldom looks like a typical scene from a videogame. It looks like a cartoon come to life, and the same goes for all the characters and creatures you meet throughout the game.

COOL ENCOUNTERS

Of course, with such a radical cartoon style we can't tell you that The Wind Waker looks realistic, but it's certainly bursting at the seams with life. And what life this is! Whether it's the slobbering bottom lips of the pig-faced Molblins, wind-blown dust motes on Dragon Island, or the humorous expressions on Link's face that change to match the situation, it doesn't disappoint.

Obviously the dialogue is set in stone, but it manages to adopt a cheerful or ominous tone in all the right places. The result is that you feel well and truly encapsulated inside a Legend – the theme, and indeed the game itself.





Crawling through a small tunnel, just like Solid Snake. There's only one place in the game where you need to do this

ESSENTIAL CVG ESSENTIAL

CVG VERDICT

As magical as you'd hope, this really has that epic feel. Pulse-racing battles, soul-warming humour and always a great sense of mystery. **Paul**

GOOD VS BAD

- Puzzles with depth
- Link's wicked fighting moves
- Sights to amaze
- Lots of to-ing and fro-ing by boat
- No need to revisit old dungeons

IF YOU LIKE THIS TRY THESE... Lost Kingdoms I & II (GC), Skies Of Arcadia (PS2)

10 OUT OF TEN

WAR OF THE MONSTERS

B-movie button-mashing monster mauler

CARNIVAL OF FREAKS

Everyone loves monsters, unless they've trapped you, their stomachs rumbling ominously. The 10 fiends in WOM are the sort of insane comic-book critters usually found halfway up a skyscraper, cradling a tiny damsel in one hairy/slimy/shiny palm while swatting at aeroplanes with the other.

Togera is a Godzilla wannabe with brain-shredding spikes for claws. When he gets excited they poke straight out

Golem Agamo runs like a concrete milkfloat, but we love the way he removes his own flaming head in times of peril. Bless

Magmo has four arms and spits out molten lava balls. But he's painfully slow and an easy fella to catch off guard. Ha ha!

GAME INFO BOX

NUMBER OF PLAYERS: 1-2

COST: £39.99

PUBLISHER: SONY

OUT: APRIL 18

DEVELOPER: INCOGNITO ENTERTAINMENT

URL: WWW.WAROFTHEMONSTERS.COM

Imagine. You're a tiny ant, living a rather dull life in the pavement cracks of a big city. Or maybe you're a lizard, minding your own business on a Japanese beach.

Suddenly, Earth is attacked by flying saucers. The alien invaders are repelled with a pulse weapon that leaks radioactive goo, mutating the world's humble insects, animals and toasters into giant super-monsters straight out of a cheesy B-movie. Things are starting to look up for the butt-end of the food chain.

SMASH IT UP

In War Of The Monsters the humans are reduced to bit-part players, tiny screaming dots running for cover as buildings crash all around them. In this war, the monsters have all the fun, and so do you. Vast glittering cityscapes are your playground and skyscrapers, cars, pylons and planes your weapons as you rampage after the blood or battery acid of your equally outlandish enemies.

If you're looking for subtlety, forget it. There's not much call for stealth when you've just impaled a 100-foot gorilla on an electricity pylon.

WAR OF THE WORLDS

WOM looks stunning, each huge battle arena rocking with schlocky cheese-o-rama atmosphere, lush textures and

The two-player split-screen cleverly dissolves into one while battles are playing out

Thing is, you get what you pay for using low-cost airlines

SLASH AND BURN

When you're getting your face smashed press Triangle to bring about a heavy-duty close-quarters attack. Be quick!

The metal fans at CVG think this what all hotels should look like. Oh yes!

Three against one in Free-For-All mode hardly seems fair. But then, this is war

Sex in the city can be tough for a giant electrified eyeball

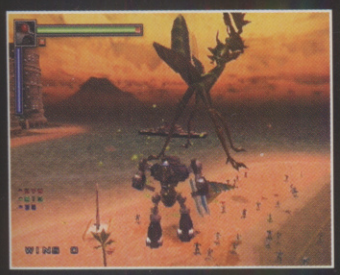
The enemy AI is rock hard, even on Normal level. You'll come to a halt pretty quickly in adventure mode unless you use all the skills at your disposal. Rely on simple button-bashing and you'll soon be either trampled under a giant foot or squished by falling rubble.

2 *Press Circle to pick up any nearby object circled in green. Then you can either chuck it at your foe or pound them into a pulp*

3 *Capture the red orbs to access a Special attack. Press Triangle and Circle for a long-range attack or Square and X when up close*

Ultra V sings for survival in Giant Mutant Fame Academy

Okay, here's a rule from the world of abnormally large insects. Never, ever, tell a giant ant that his bum looks big in red

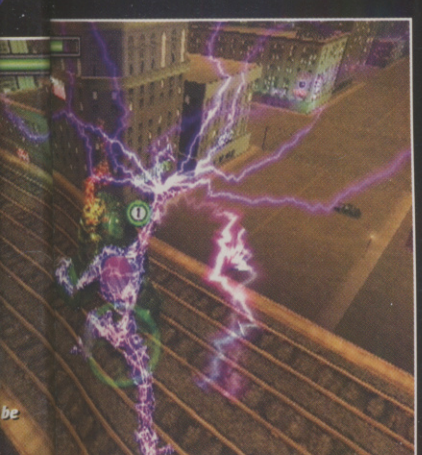


Monsters never get to go on holidays, so they like to spoil everyone else's

Goliath Prime is one of the fiendishly difficult bosses you battle in Adventure mode

exquisite detail. However, dig beneath the surface gloss and you'll find precious little of the finesse or strategy of more traditional fighting games. In fact smashing a robot in the face with a spiky talon gets boring very quickly in comparison to the more heady delights of trashing skyscrapers and stomping on cars just for the sheer merry hell of it.

The only problem with mindless vandalism is that eventually it has to stop. When you've reduced every location to a pile of smoking rubble there really is little else to do. In Adventure mode the action is spiced up with a sort-of plot involving yet more monsters breaking things, plus the addition of some infuriatingly difficult Boss monster encounters, but ultimately the gameplay is as one-dimensional as a B-Movie script.



CVG VERDICT

The sort of flashy, funny game that's best in the arcade environment. Fun for a while, but you won't be playing it months from now. **Maura**

GOOD VS BAD

- Fantastic detail
- Crazy monsters
- Makes you laugh out loud

- Simplistic
- Only two players
- Not enough monsters

6 OUT OF TEN

IF YOU LIKE THIS TRY THESE... Godzilla: Destroy All Monsters Melee (GC) Powerstone 2 (DC)

CHOPLIFTER: CRISIS SHIELD

GAME INFO BOX
NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: XICAT
OUT: NOW
DEVELOPER: ASK CORPORATION
URL: WWW.XICAT.COM/GAMES/CHOPLIFTER

So many chopper jokes, so little room, so instead we'll stick to the facts. This is a tough simulation of search-and-rescue helicopter missions where you will need proper piloting skills and determination to progress. Graphics are bland and it's dead rough around the edges, but it stands up well as a pure simulation of a very tough occupation.

Flying the different helicopters in Copter Shield is right difficult

6 OUT OF TEN

TOP ANGLER

Even by fishing game standards, Top Angler is a weak effort.

Despite the fairly pretty visuals this is a mostly joyless experience, owing to the very limited amount of interaction you have with the game. Hit a couple of buttons, wiggle the line, watch the fish ignore you, and that's pretty much it. If you really must, buy Sega Bass Fishing Duel instead.

GAME INFO BOX
NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: XICAT
OUT: NOW
DEVELOPER: SIMS
URL: WWW.XICAT.COM/GAMES/TOPANGLER

Slice up the fishies' gobs all in the name of sport

3 OUT OF TEN

LEGO DROME RACERS

GAME INFO BOX
NUMBER OF PLAYERS: 1-4
COST: £29.99
PUBLISHER: THQ
OUT: APRIL 11
DEVELOPER: MOBIUS
URL: WWW.LEGO.COM/ENG/INTERACTIVE/PRODUCT.ASP?TITLE=DROME+RACERS&CODE=PC

The coolest LEGO game so far, this is a high-speed racer packed full of great play modes and some really neat ideas.

Take on brick-headed drivers in rather impressive-looking courses using power-ups to enhance your performance and hinder that of your opponents. It even features a cool dragster race mode. Not bad at all.

The graphics have a great style that suits LEGO perfectly

7 OUT OF TEN

Project ZERO

Good-time **happy-snaps** these **definitely ain't**

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: MICROSOFT
OUT: APRIL 25
DEVELOPER: TECMO
URL: WWW.FATALFRAME.COM

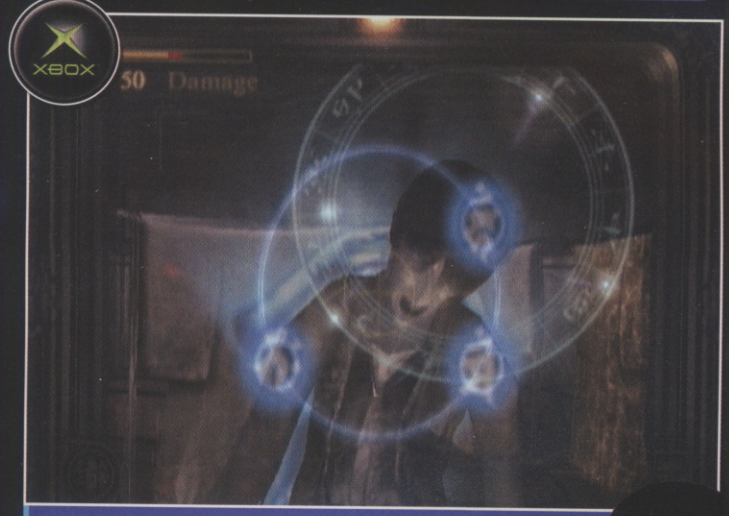
You've heard how curiosity killed the cat, right? Well, this is more like curiosity ritually sacrificing the cat before hurling the poor moggie's tortured spirit into the bowels of a bottomless pit of madness, torture and despair.

Miku's brother Mafuyu has gone missing, you see. He was investigating the reported grizzly goings-on at the infamous Himuro family mansion and it's up to you, as Miku, to find out just what the devil (quite literally) is going on. Hope you're feeling brave.

THEY'RE FEEDING ME PINS!

The old survival-horror idea is given a chilling breath of fresh air by the introduction of the Mystical Camera, which you use to tackle the ghosts – and worse – that you find inside the mansion. Putting these tortured souls to rest is a harrowing task, though, and is a far cry from the schlock-horror monsters of Resident Evil. Puzzles are solved by using the camera too, and while the action is familiar, it's always engrossing.

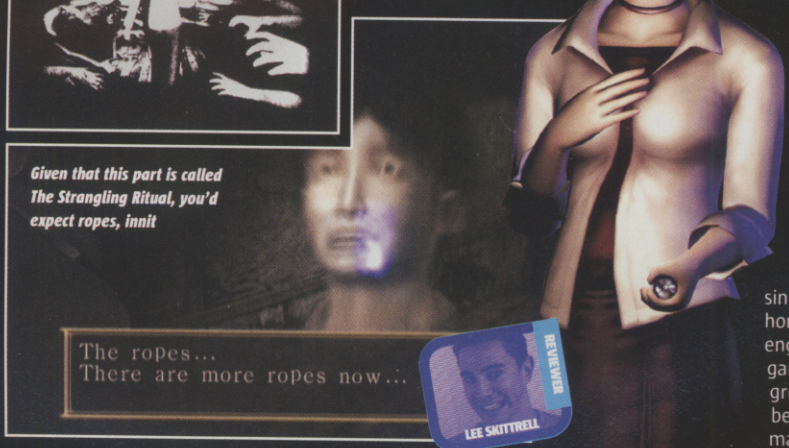
Project ZERO has all the sinister style of a classic Japanese horror movie coupled with engaging, survival-horror gameplay and that sense of a new gruesome discovery just waiting behind every closed door. What makes the game really shine, though, is the introduction of the Mystical Camera and the often unbearable sense of fear and otherworldliness that eats away at your brain as you play. This is a great game, no question, but it is also very, very bleak.



You can't run and snap at the same time so charge-power as much as possible

The bizarre events in Project ZERO are actually based on those of a true story. Ooo, Mummy!

Help put the sacrificed souls to rest without turning into one of 'em

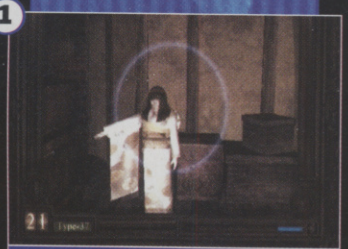


REVIEWER
LEE SKITTRELL

LIFE THROUGH A LENS

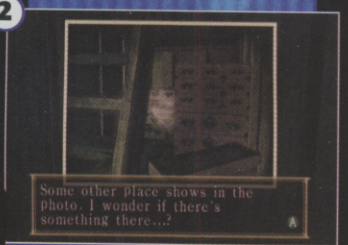
Your camera is good for more than just snapping and melting the unhappy undead. When you see the filament in the lower right-hand part of the screen glow blue, there'll be a secret or clue nearby, so check everywhere.

1



Empty rooms fill with spooky pointing children when you look through the lens

2

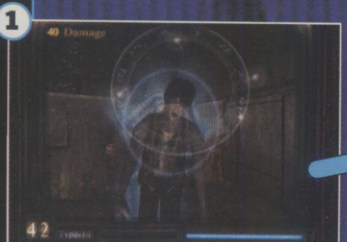


Seemingly innocuous doors are gateways to new areas on closer photographic inspection

WHO NEEDS BULLETS?

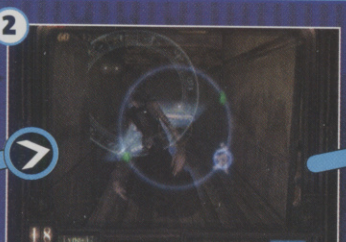
Replacing bullets with Polaroids is more than just a gimmick. The camera is an integral part of your twisted adventure into the depths of madness, and you can upgrade it as you earn points to give you the advantage. You can even load up with different film to gain different ghost-busting abilities.

1



The standard Type-14 film isn't very powerful, so save it to use on the lesser spooks

2



Type-37 film is far more powerful and can stun ghosts for a brief moment

3

You can render most damage with a critical shot, but success lies in the timing

VERDICT

Brilliant, inventive, engrossing and extremely clever but will leave you feeling deeply troubled. Only the strong-of-psyche need apply. **Lee**

IF YOU LIKE THIS TRY THESE...
- Silent Hill 2 (Xbox, PS2)
- Pulling the wings off flies

GOOD VS BAD

- Mystical Camera
- Mix of 'battling' and exploring
- Creates atmosphere

- Character animation unrealistic
- Not much different from PS2 game

8
OUT OF TEN

FREELANCER

GAME INFO BOX

NUMBER OF PLAYERS: **1** (1-128 ONLINE)
COST: **£29.99**
PUBLISHER: **MICROSOFT**
OUT: **NOW**
DEVELOPER: **DIGITAL ANVIL**
URL: **WWW.MICROSOFT.COM/GAMES/FREELANCER**

Buy low, sell high, **then blow them all up**

We're guessing here, but the name 'Elite' probably means as much to you as 'Vivaldi' (he was an Italian musician in the 18th century – hey, you'll thank us one day). Back in the Eighties, Elite was the ultimate in gaming pleasure. Flying through space, making a bundle, shooting pirates and living the high life.

Fast-forward a couple of decades and we arrive at Freelancer. Much the same but with vastly improved graphics, much cooler space battles and a gripping story line to boot.

FEET ON THE GROUND

It's not all zipping around galactic trade routes and blowing pirate scum to the very depths of the netherworlds (or Cardiff, as some prefer to describe it). Landing on planets and bases opens up the exciting world of trading, ship repair and getting drunk while whoring your ass for work.

1 Each base has its own pre-rendered style

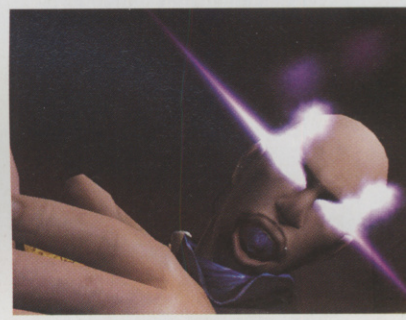
2 Hanging around in bars for work. Saucy

3 Traders let you buy and customise new ships

The only problem with huge space stations is that they make for huge explosions

PC CD ROM

It's not all go-it-alone: some missions provide you with friendly backup



It's easy to make friends in space. But maybe not the type to share a beer with

WORK TO LIVE

You can run missions for dozens of employers, from destroying terrorist bases, to helping the local military sort out disputes or even becoming them by carving out a career as a mighty pirate. Or you can just trade your way to a fortune.

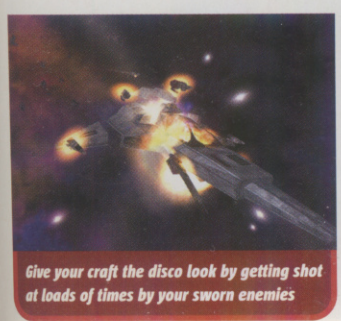
It's as good as it sounds, even if it takes a while to get going. The story keeps things moving at first, but you're soon left to your own devices to play the game how ever the heck you want.

Freelancer only really starts to fall down when you play it over the long term. After a while it all starts to feel the same and the lack of variety in the content of the missions starts to annoy. But this is a minor gripe as mostly it's as action-packed a life in space as you could hope for.

Enemies will try to ambush you from the nebulous beauty of space anomalies

The lovely Jun'Ko Zane – your only true friend. And quite a babe

When the big guns start firing, that's your signal to get the hell out of dodge



Give your craft the disco look by getting shot at loads of times by your sworn enemies

We've already told you what the problem with big space stations is...

VERDICT

The amount of freedom is misleading but it doesn't stop Freelancer being an all-action space shooter with bags of appeal. **Prez**

GOOD VS BAD

- Open-ended gameplay
- Beautiful visuals
- Gripping storyline
- Becomes repetitive
- Slow-going at first
- Cheesy cockney accents

IF YOU LIKE THIS TRY THESE... EVE: Online (PC), X-Beyond the Frontier (PC)

8 OUT OF TEN

TOCA World Touring Cars

Driving headaches on GBA

GAME INFO BOX

NUMBER OF PLAYERS: 1-4
COST: £29.99
PUBLISHER: UBI SOFT
OUT: APRIL 30
DEVELOPER: SPELLBOUND INTERACTIVE
URL: WWW.UBISOFT.CO.UK

Races take place at all times of the day and in all sorts of tricky weather conditions

The ancient Chinese philosophy of the I-Ching states that for every dark there is a light, for every sweet there is a sour, for every Mario Kart there is a TOCA. While Mario Kart is about pure fun and crazed cartoon cart racing, TOCA is right at the other end of the spectrum and is all about 'proper' racing; it's to be taken very seriously indeed.

HARDER, MISS DAISY

The different play modes offer varying degrees of complexity but even the easiest Quick Race mode is a bitch until you learn the courses, the best racing lines to take and the nuances of each car's handling. Free Race mode gives you more options to tweak, such as what sort of opposition you'll face, and the Championship mode goes even further and makes you complete lengthy races with strategically-timed pit stops.

It's a complete racing experience and a good one, provided you're willing to put in the time. Based on the excellent PSone game of the same name, this is a fine driving game but on the smaller GameBoy Advance screen with slightly scrappy visuals and that oh-so-steep learning curve, it's not one to be taken lightly. Best stock up on the headache pills. CVG

Driving across the grass clogs up your tyres and slows you right down

Spinning around is Kylie's perogative, not yours

CVG VERDICT

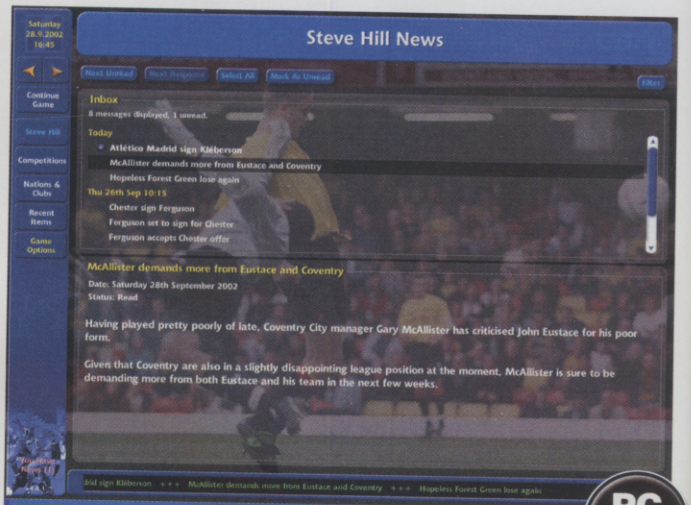
Hard work right from the start but gets more rewarding the longer you stick with it. Not GBA's best racing game but it's very polished. **Lee** CVG

GOOD VS BAD

- Very well presented
- It's really fast
- Long lifespan
- Too difficult to begin with
- Visuals a bit mucky
- Totally straight faced

7 OUT OF TEN

IF YOU LIKE THIS TRY THESE... V-Rally 3 (GBA), GT Advance 2 (GBA)



Switch off the phone and kiss your life bye-bye as you fester in front of your PC

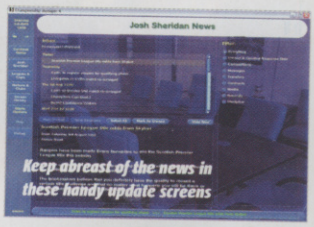
PC CD ROM

CHAMPIONSHIP MANAGER

The wait is finally over...

GAME INFO BOX

NUMBER OF PLAYERS: 1-16
COST: £34.99
PUBLISHER: SPORTS INT.
OUT: NOW
DEVELOPER: EIDOS INTERACTIVE
URL: WWW.SIGAMES.COM

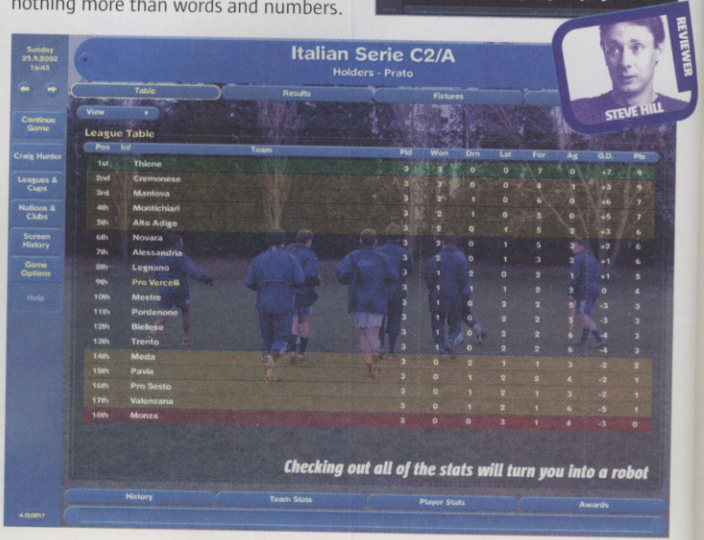


Keep abreast of the news in these handy update screens

In the hardcore world of football management games, one title stands head and shoulders above the rest, and has done for over a decade.

That Championship Manager has achieved this without graphics is testament to its quality: it sucks you into its addictive football universe with nothing more than words and numbers.

Streamlined searches mean you won't ever be floundering to find players



Checking out all of the stats will turn you into a robot

Player stats: a number-cruncher's dream

So when we heard that the new version would feature a match engine, we admit we were a little concerned. Numerous games have tried this, and while they generally look okay, it usually becomes repetitive and unconvincing.

However, Championship Manager 4 has wisely steered clear of flashy 3D graphics, instead representing the action via an overhead 2D view of the pitch. This is effectively a moving version of a manager's tactics board.

ANALYSE THAT

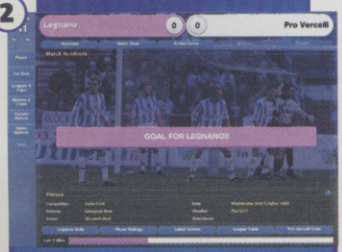
Something of a gamble for the series, the good news is that it works a treat. As well as enabling you to further analyse the tactics, the action proves surprisingly engrossing, and you find yourself cheering on the movements of what is, after all, nothing more than some dots on a screen. Embarrassing!

As for the rest, suffice to say that it is a whole new game which would still be worth buying even without the revolutionary match engine. With a host of new features, 39 leagues and some 200,000 players, you could probably play it for the bulk of your natural life and still barely scratch the surface. Invest in this game, and rest assured you won't be getting a tan this summer.

LIVE ACTION

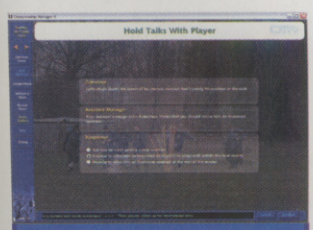
After years of hanging on to every line of text commentary, being able to actually 'watch' the action takes some getting used to. However, as proof that it works, switching to the text-only option is enough to cause panic, as you are stricken with the terrible fear of missing a goal.

It looks crap but will prove invaluable



Switching to text is for the relegation zoners

Costing nearly £4m, Chris isn't a human being, he's a commodity



You can choose how much of a badass negotiator you want to be

GAMES VERDICT

Breathe a sigh of relief: we said they could do it and they've proven us right. Champ Manager 4 is top-of-the-league stuff. **Steve Hill**

GOOD VS BAD

- All-new match engine
- Loads of new stuff
- Will last for years
- Takes some getting used to
- Will consume your life whole

9 OUT OF TEN

IF YOU LIKE THIS TRY THIS... Pro Evolution Soccer 2 (PS2)

RESTAURANT EMPIRE

Are you a **Jamie** or a **Delia?**

GAME INFO BOX

NUMBER OF PLAYERS: 1
COST: £19.99
PUBLISHER: NOBILIS
OUT: NOW
DEVELOPER: ENLIGHT SOFTWARE
URL: WWW.ENLIGHT.COM/RE

For some, the tickle of kebab and chilli pickle after a night out on the town is the finest dining experience known to man. For others, only the finest force-fed-goose foie gras and freshly harvested caviar will do. Whatever your taste in cuisine, it's unlikely this restaurant-running sim will satisfy your gaming appetite.

PANTS OR PUKKA?

There's no problem with the game mechanics, though. In fact, the maths engine is so comprehensive and rock-solid that you can do everything you'd ever want to do when running a restaurant – and a later a chain of them – in real life. The problem is that it's just as taxing and as sometimes as tedious as it is in real life too.

Rather than choosing to follow a Theme Park/Theme Hospital route of detailed game mechanics with funny stuff laid over the top, Restaurant Empire is a deadly serious operation. Plus you have a camera that's too restrictive, forcing you to view the action way up close.

Worst of all, once you've got your restaurant going there's not a huge amount of interaction with the game as all of the customer complaints and progress reports are buried deep within stats screens.

A packed restaurant is a good one, but only if you have the staff to cope

This customer's eating habits are so disgusting she is forced to dine alone. Maybe

This doesn't look like the sort of place we'd like to eat and that's the game's big problem

GAMES VERDICT

Comprehensive and rewarding in the long term for sure, but probably a game more suited to your gastro-obsessed dad than yourself. **Lee**

GOOD VS BAD

- In-depth maths mechanics
- Adventure mode is quite novel
- Not fun enough!
- Makes you really hungry
- Awkward viewpoint

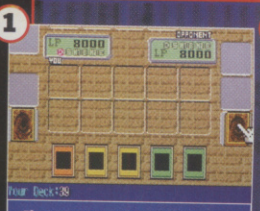
6 OUT OF TEN

IF YOU LIKE THIS TRY THESE... The Sims (PC, PS2), Sim City 4 (PC)

YU-GI-OH! WORLDWIDE EDITION: STAIRWAY TO THE DESTINED DUEL

MONSTERS AT DAWN

We'll be the first to admit that to the uninitiated player, the complex Yu-Gi-Oh! rules can seem rather daunting. Happily, Worldwide Edition does some of the thinking for you, even prompting you to make certain strategic moves. If only real life were like this. Anyway, here we show you how a typical Yu-Gi-Oh! turn might play out. Concentrate...



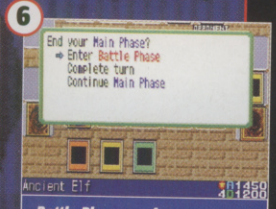
1 First comes the Draw Phase where you take one card from your deck on the right

2 Next is Main Phase 1. Check your cards and any opponents' cards that are face up

3 If your opponent's cards are face down, place a card with high defence points face down

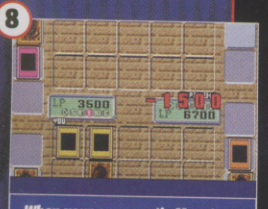
4 Got a Monster card with higher Attack Points than your enemy's? Be bold and place it face up

5 During this phase you should consider placing any trap cards in the Magic and Trap card zone



6 Battle Phase: go for opponents' face-up cards that have lower attack points than your card

7 The cards will then battle. Hopefully your monster will destroy the other card



8 When your opponent's Monster Zone is empty, start unleashing Direct Attacks on their Life Points

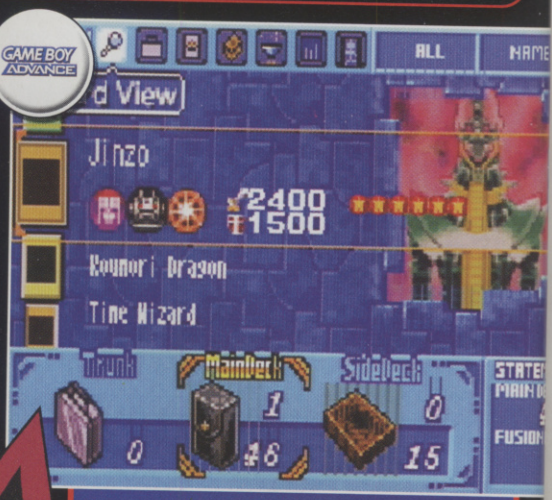
9 Next go to Main Phase 2 where you can choose to activate Magic or Trap cards

10 Finally, end your turn and sit back to see how your opponent responds to your moves

The leader of the packs is back on track

GAME INFO BOX

NUMBER OF PLAYERS: 1-2
COST: £34.99
PUBLISHER: KONAMI
OUT: APRIL 17
DEVELOPER: KONAMI
URL: WWW.KONAMI.COM/WORLDWIDE



There are plenty of fellow duellists to challenge in Battle City

It's okay to be frightened of Yu-Gi-Oh!. We all fear what we don't understand, and for some the grinning boy with the blond spiky hair is just a front for a game so complicated that only Stephen Hawking or Bill Gates could ever get to grips with it.

For those who would rather play Silent Hill 3 in the middle of a graveyard at midnight than tackle Yu-Gi-Oh!, we bring you comfort. Just in time to grace your spanking new GBA SP, the definitive version of the card game arrives, shrunk into a tiny cart with a super-intelligent processor that does all that fiddly calculating for you without taking away any of the skill.

EVIL WEEVIL

Starting a duel is simple enough. Click on icons on the Battle City world map where you can either chat with passers-by or battle characters from the animé series. Occasionally you will have to face off against renegade ghoul gangs who steal your rare cards from you.

While Forbidden Memories on the PSone and Dark Duel Stories on the GBC omitted several key elements of the original card battling game, Worldwide Edition is the real deal in terms of authenticity. The multiplayer link-up option lets you duel and trade with your mates and you can even enter passwords from real-life booster packs to add to the 1000 cards in the game.

So nervous Yu-Gi-Oh! novices, rest assured. Once you get a few duels under your belt, the gameplay becomes instinctive and you will start to revel in the feelings of power when your Monster cards hack away at enemy Life Points. We're hooked already.

Sorting out the winning cards in your precious deck and plotting your cunning strategy is a guilty pleasure best carried out in private

VERDICT

The most complete version yet of the card battling game. Once you understand the rules, the strategy elements can become addictive. **Maura**

GOOD VS BAD

- Authentic rules
- Gorgeous animé
- Intense strategic gameplay

- Nothing but cards
- No tutorial
- No story

IF YOU LIKE THIS TRY THESE... Lost Kingdoms II (GC) ■ Yu-Gi-Oh! Duelists Of The Roses (PS2)

7 OUT OF TEN

CONFLICT DESERT STORM

Prepare for a **sandy crack** as you go back in time to **Desert Storm**

GAME INFO BOX

NUMBER OF PLAYERS: **1-4**
COST: **£39.99**
PUBLISHER: **SCI**
OUT: **APRIL 18**
DEVELOPER: **PIVOTAL GAMES**
URL: WWW.SCI.CO.UK/GAMES/BASIC.ASP?VERSION_ID=32

You assign your men to different positions in the vehicles so always bagsie gunner

The anti-war demonstrator in us wants to rage against Conflict: Desert Storm. We want to denounce it as a cynical cash-in on human suffering, brought forward to coincide with the outbreak of a fresh war in the Gulf.

We can't, though. This is partly because you could argue a game is just as valid a medium for telling the story of Operation Desert Storm 12 years ago, but mainly it's because Conflict: Desert Storm is a cracking game and by far the best combat war sim we've ever seen gracing a home console.

The old 'duck and cover' trick might not save you up close like this

DIE, FOE, DIE!

Taking the meat and potatoes of last year's PS2, Xbox and PC versions as its base, this is really Conflict: Desert Storm version 1.5. The list of improvements is vast, ranging from increased draw distance and enhanced effects, to significant leaps in enemy and team AI. Spread over 15 lengthy missions, it's up to you to control and command battle-hungry squaddies across enemy territory.

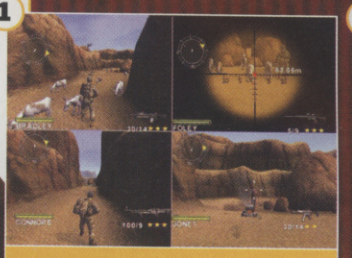
Combinations of button presses let you switch between characters to use their individual skills. Provided you're using the right guy, you can do almost everything you'd expect to do in a war zone like stealing vehicles, calling for air strikes, distributing supplies to allies and, er, shooting goats up the backside. Well, they're smelly animals; they deserve it.

There's a satisfying blend of action and stealth too, to match the decent balance between all-out war accuracy and all the fun stuff you expect to find in videogames. Pacifists will hate themselves for loving it.

FOUR'S KIN

New for GameCube Desert Storm is a four-player split-screen cooperative mode. The mission objectives remain the same, but each player takes control of just one khaki-clad action man. You can share out weapons and supplies mid-mission, and pretty much do everything you'd want to do in the midst of a real battle. Apart from jump. Hmm.

1



Watch your team-mates play target practice on unsuspecting goats and farmers

2

Team members have different skills and here two snipers put on the hurt

The boys steam in to lay on the justice, but couldn't they just talk it over nicely?

REVIEWER
LEE SKITTRELL

WAR IS COOL?

Well, not for the thousands of innocents slaughtered in the name of international peacekeeping it isn't. Still, there's no denying the cool-factor of some of the things you can do during the heat of the battle in Conflict: Desert Storm. Lots and lots of naughty soldier stuff, that is.

1

The shoulder-mounted anti-tank doodah will become your best friend in the whole world

2

Shoot the mosquitoes from your mates' ears with spooky accuracy

3

As long as the target is fairly slow-moving, you can take it down without difficulty

VERDICT

Whatever your opinion of war games, there's plenty to enjoy here and little doubt that this is the best version of Desert Storm available. **Lee**

IF YOU LIKE THIS, TRY THESE... Raven Shield (PC), SOCOM (PS2 import)

GOOD VS BAD

- Nothing like it on GC
- Vastly improved from before
- Become a soldier!
- Animation could look better
- Slightly fiddly control interface

8 OUT OF TEN

WORLDS APART

The adventuring action in Yager takes place amidst a variety of beautiful-looking terrains. All hold their own dangers in store so keep your wits about you at all times.

1. Dive and swoop around Proteus. Just mind you don't smash head-first into the cliffs

2. In Bitterfeld hazards include leaking pipelines and exploding chemical tanks

3. Elsewhere, you'll be helping the locals take care of a small pirate problem...

4. ...with the chance to earn yourself a well-deserved ice-cold glass of Dweezle

GAME INFO BOX

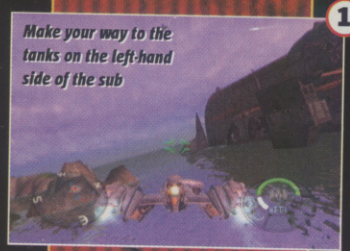
NUMBER OF PLAYERS: 1
COST: £39.99
PUBLISHER: THQ
OUT: APRIL
DEVELOPER: YAGER
URL: WWW.YAGER-GAME.COM

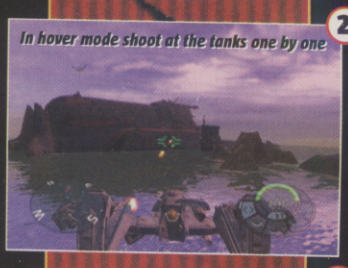
YAGER

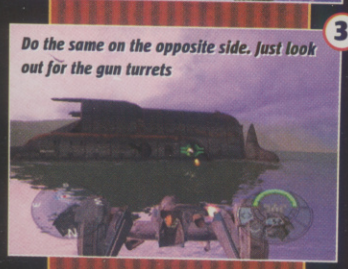
Pirates, dogfights and the adventures of an international badass

SIZE ISN'T IMPORTANT

They may seem invincible but remember, the bigger they are the harder they fall, and the DST attack sub is no exception. DST has its weaknesses and it's up to you to figure them out and exploit them.


1. Make your way to the tanks on the left-hand side of the sub


2. In hover mode shoot at the tanks one by one


3. Do the same on the opposite side. Just look out for the gun turrets

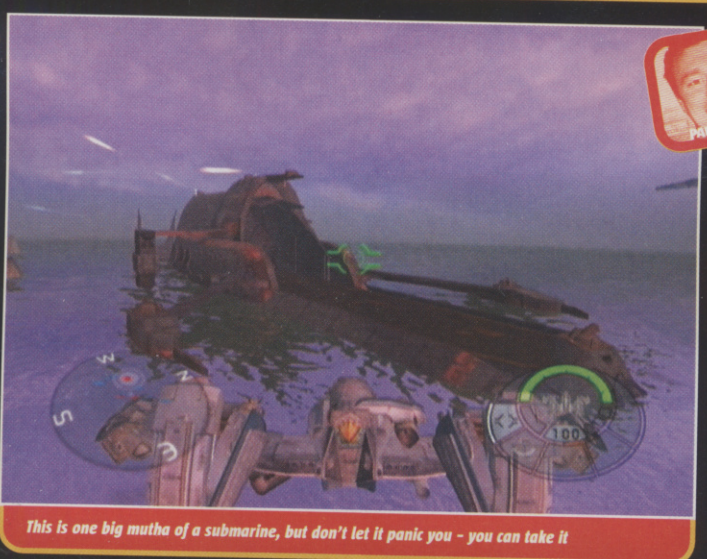
The world has become a fierce place. Nation states have been abolished and the world is now ruled by huge mega-companies each in charge of individual trade zones. At one end is utopian Proteus, aglow with happiness and sunshine, and at the other is the fierce jackboot tyranny of DST. Between these warring factions lies the tranquil, blissed-out Free Trade Zone.

STEMMING THE TIDE

In this violent world, piracy is a constant danger. So the mega-companies hire tough pilots like you to ensure their cargo reaches its destination. Your name is Magnus Tide. You have a history of insubordination, womanising and reckless driving, a sort of airborne Vin Diesel with hair.

You now find yourself back at Proteus drinking down a cold Dweezle (that's beer, by the way) in the last chance saloon. Will you be able to keep your mouth shut? Will pirates blow you out of the sky? And more importantly, will you get paid?

The pirates are slippery little suckas. You need to get yourself right on their case


This is one big mutha of a submarine, but don't let it panic you – you can take it

Stay down low and you might avoid radar detection. We said 'might', mind

HEY, GORGEOUS

Yager looks beautiful, from the rolling hills of Proteus to the wonderfully detailed pirate and DST ships. Its few

Mark out the missiles and then the ship's warheads will seek them out

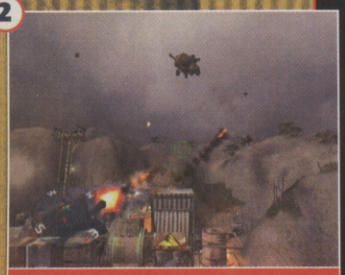
SHOOTING STARS (AND MORE)

As well as flying the Sagittarius, Yager gives you the chance to slip behind the controls of a couple of really big guns and let loose at all manner of targets. Ahh, happiness is a smoking barrel.

1

Be quick to blast all the debris spanner-head Frank Spanner slings your way

2



Nail the drones and firebirds before they have a chance to trash the platform

faults, however, run more than skin deep. The sense of being airborne is just a little too sedate, evoking a leisurely hang glide, when what you want to be doing is blazing across the sky in a thunder crack as you tear past horrified gulls in a silver blur of chrome-plated flying terror.

Things do pick up in attack mode, where on regular occasions you'll have pirates force-feeding you laser from all directions while trying to knock out enemy positions and defend Proteus HQ. Boosters are available to give you that all-important burst of speed but they must be used sparingly in tight battle situations.

The storyline is impressive and will appeal to fans of epic quests. There's a good variation of missions, ratcheting up the difficulty level nicely, and you come into contact with a good range of characters. Some offer help, some just a cold Dweezle. All this makes for a challenging and involving game for those willing to sit through the sluggish opening levels. CVG

Land, have a rest, make a cup of tea (maybe) get fixed up, get back out there. Pronto

It's pitch-black in there – and raining stair rods – and hell, it's dangerous too

GAMES VERDICT

Fans of epic quests will see beyond the lack of speed to the hours of fun. But hardcore blast fans may find it a little too pedestrian. **Paul A** CVG

GOOD VS BAD

- Luscious landscapes
- Simple control system
- Variety of missions

- Short on instant gratification
- Slow in parts
- Needs more weapons

7 OUT OF TEN

IF YOU LIKE THIS TRY THESE... Battle Engine Aquila (PC/Xbox/PS2) ■ Ace Combat 4 (PS2)

BLACK STONE: MAGIC & STEEL

GAME INFO BOX
NUMBER OF PLAYERS: 1-4
COST: £39.99
PUBLISHER: XICAT
OUT: NOW
DEVELOPER: XPEC
URL: WWW.XICAT.COM/GAMES/BLKSTONES

Four heroes battling armies of monsters in a murky dungeon? This is Gauntlet, isn't it?

Well no, but if you've played any Gauntlet game before you'll find no surprises here. Black Stone looks unremarkable and certainly doesn't use much of Xbox's oomph. It's weak played alone but better with mates, though only marginally. CVG

Doesn't score highly in the originality stakes and isn't all that pretty either

5 OUT OF TEN

V-RALLY 3

V-Rally was once the most beautiful racing game series around, so its deficiencies weren't so much of a problem.

Now, however, there are loads of beautiful racers. Maybe that's why the trademark V-Rally bizarre floaty handling is harder to ignore. There is loads of value here, but the rally mechanics seem a bit off. CVG

GAME INFO BOX
NUMBER OF PLAYERS: 1-4
COST: £39.99
PUBLISHER: INFOGRAMES
OUT: NOW
DEVELOPER: EDEN
URL: WWW.VRALLY3.COM

Get used to kicking up dust as your ass slides all over the place

7 OUT OF TEN

TOCA RACE DRIVER

GAME INFO BOX
NUMBER OF PLAYERS: 1-2
COST: £39.99
PUBLISHER: CODEMASTERS
OUT: NOW
DEVELOPER: CODEMASTERS
URL: WWW.TOCARACEDRIVER.COM

The only racing game with a story about death and vengeance to play through comes to Xbox. It's as solid a serious racing game as you could ever hope for, and benefits from an amazing level of graphical finesse that wasn't possible on PS2.

You won't smile much while playing for all the concentrating you'll be doing, but that doesn't make it bad. CVG

Graphics are stunning and the gameplay as solid as a steel girder

8 OUT OF TEN

DELTA FORCE: BLACK HAWK DOWN

Choppers are going down in Africa

GAME INFO BOX

NUMBER OF PLAYERS: 1 (1-32 ONLINE)

COST: £29.99

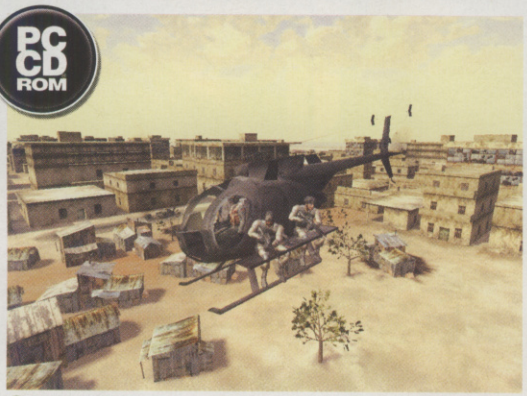
PUBLISHER: NOVALOGIC

OUT: NOW

DEVELOPER: NOVALOGIC

URL: WWW.NOVALOGIC

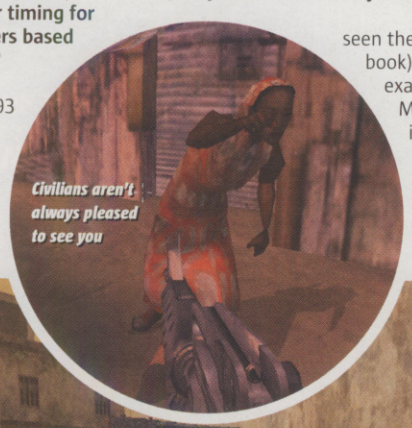
PC CD ROM



They haven't chosen the safest seat in the house but the view's good

As you read this issue of CVG, the war in Iraq is either a) well under way or b) all done and dusted. (Or possibly c) responsible for the post-apocalyptic irradiated world of ruin out of which we are now struggling to eke an existence.) Whichever, what better timing for military-themed shooters based on real-world conflicts?

Black Hawk Down details the events in 1993 when a US-led mission in war-torn Somalia went drastically wrong, leading to the deaths of 18 US soldiers. You may have seen the recent film (or read the book), but don't be expecting an exact reproduction of Ewan McGregor fighting in Africa. This is based on the actual events.



Civilians aren't always pleased to see you

RAMBO OR DUMBO?

Which would be fine if it was any good. Unfortunately what could have been an interesting military shooter turns out to be a bit of a shallow and cliché-filled mess. Your squad's AI is virtually non-existent and the enemy are the typical brain-dead cannon fodder that don't provide any sort of challenge.

Visually it's pretty tasty though, and the helicopter and jeep sections are nicely done, but the core of the game is often too frustrating to be enjoyable. Not a military sim by any means, but if you're after a frantic, brainless shooter fan, this could be for you. Still, a wasted opportunity.

It's good to see the soldiers are keeping up with this season's fashions, khaki and camouflage gear

REVIEWER PAUL PRESSEY

LITTLE BIRDS

You couldn't call a game Black Hawk Down and then not include helicopters at some point. Mostly you just get to ride around in them until you reach the action areas, but occasionally you get to shoot things from the big old guns on the side.

1

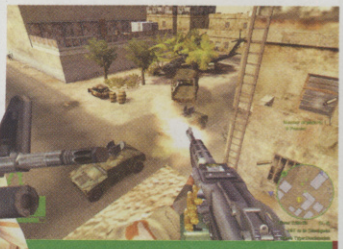
Escorting UN convoys delivering food is your stated aim

2

But mainly it involves shooting things until they explode

3

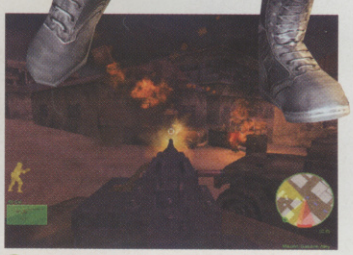
Still, it makes for a thrilling ride - until someone gets hurt, that is



That's a strange place to park up your helicopter. You may get a ticket

There are plenty of weapons to mess around with as you'd expect playing as a US squaddie

The troops fight fire with fire as the air thickens with clogging, cloying dust



The oppressive, heated atmosphere of Somalia transposes reasonably well

VERDICT

A simplistic and unconvincing shooter that could have been so much more. You'd be better off sticking with Operation Flashpoint. **Prez**

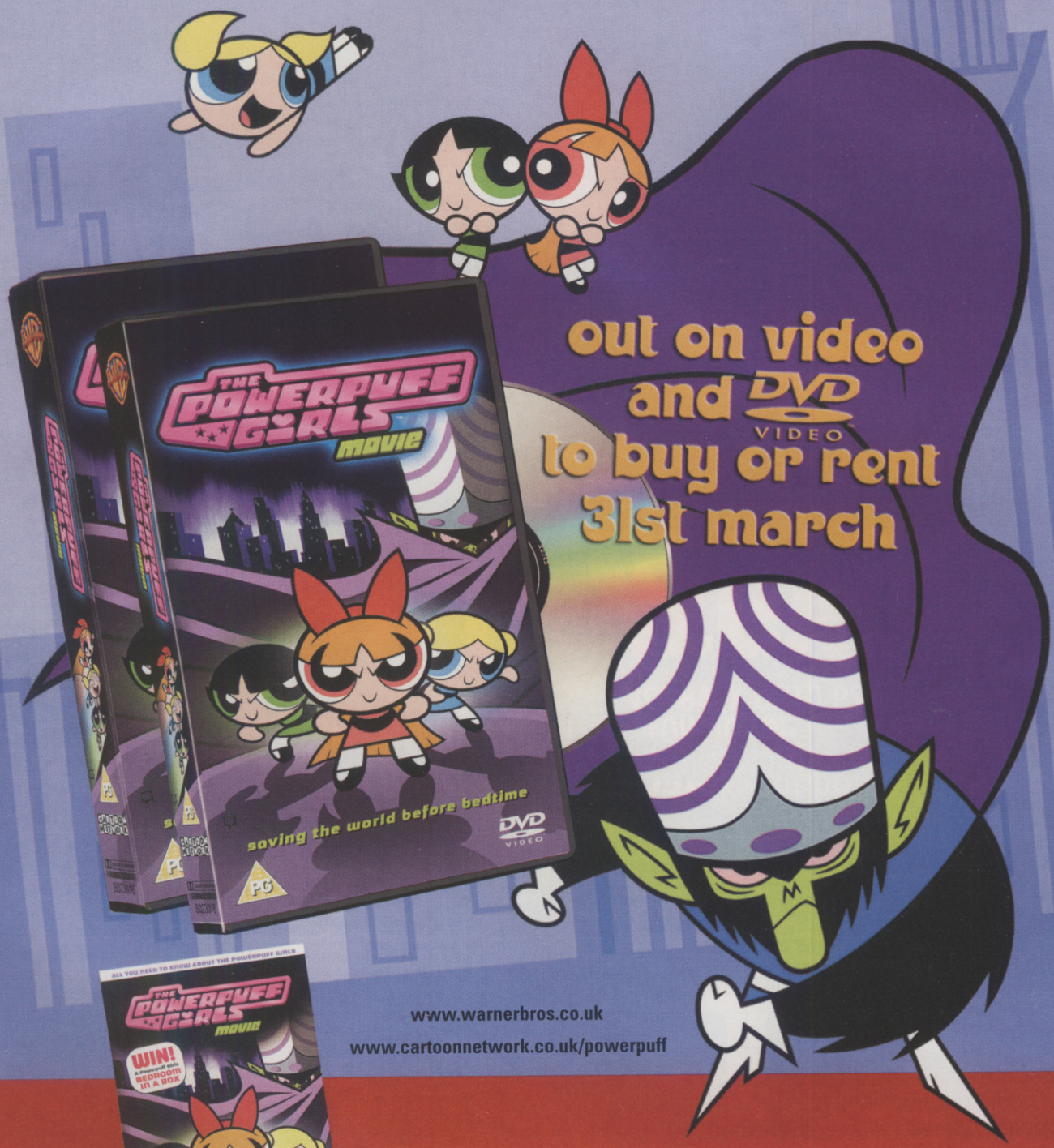
GOOD VS BAD

- Chopper flying is good fun
- Varied missions
- Online works okay
- AI dumb as planks
- Pretty boring
- Too easy to complete

IF YOU LIKE THIS TRY THESE... Conflict: Desert Storm (GC), Operation Flashpoint (PC)

6 OUT OF TEN

Join The Powerpuff Girls as they save Townsville and the world ... before bedtime



out on video and DVD VIDEO to buy or rent 31st march

www.warnerbros.co.uk

www.cartoonnetwork.co.uk/powerpuff

FREE mini-mag inside every video*

Available at HMV

top dog for music·dvd·games

*whilst stocks last

CARTOON NETWORK

computer and video games

4 FREE ISSUES

Subscribe to CVG and you can **save up to £14** a year on the shop price – that's like getting **4 issues FREE!** Plus, if you're not 100% satisfied, simply cancel your subscription within 2 weeks of receiving your 3rd issue to get a full refund!

Reply today and you can pay as little as £4.97 every 3 issues. That's much better than paying £2.85 for one issue in the shops.

YOUR AMAZING OFFER:

- Save up to £14 a year – equivalent to 4 FREE issues
- FREE £5 GAME voucher in every issue
- FREE gift with every issue
- FREE delivery straight to your door
- The best games reviews on all formats, first!

What are you waiting for? **CALL NOW: 0845 126 0393** or complete and return the form below

☐ **YES!** I want to save up to £14 on CVG – equivalent to 4 FREE issues.

OR ☐ I am already a subscriber. Please extend my subscription with this offer.

YOUR DETAILS Please complete in BLOCK CAPITALS

FORENAME SURNAME

ADDRESS

POSTCODE

DAYTIME PHONE E-MAIL

3 EASY WAYS TO PAY (UK ONLY)

Complete section 1 – Cheque, 2 – Credit/Debit Card, 3 – Direct Debit

CHEQUE OR CREDIT/DEBIT CARD PAYMENT

Just £20.28 for 12 issues (SAVE £13.92)

1 I enclose a Sterling cheque made payable to Dennis Publishing Ltd

2 Please charge my: ☐ VISA ☐ AMEX ☐ MasterCard

☐ Switch (Issue no. ☐)

Card Number Expiry date

Signed Today's date

3 ☐ **DIRECT DEBIT PAYMENT (UK ONLY)**

Just £4.97 every 3 issues (SAVE £14.32 over a year)

Dennis **Instruction to your Bank or Building Society to pay by Direct Debit** DIRECT Debit

Please fill in the form and send to: Dennis Publishing Ltd, FREEPOST WD7, Bristol BS32 0ZZ

Name and full postal address of your Bank or Building Society

To the manager: Bank name

Address

Postcode

Account in the name of

Branch sort code

Bank/Building Society account number

Originator's Identification Number: 7 2 4 6 8 0

Ref no. to be completed by Dennis Publishing

Instruction to your Bank or Building Soc.
Please pay Dennis Publishing Ltd. Direct Debits from the account detailed in this instruction subject to the safeguards assured by the Direct Debit Guarantee. I understand that this instruction may remain with Dennis Publishing Ltd and, if so, details will be passed electronically to my Bank/Building Society.

Signature(s)

Date

Banks and building societies may not accept Direct Debit instructions for some types of account

NOW RETURN THIS FORM TO:
Computer And Video Games Subscriptions, FREEPOST WD7, Bristol BS32 0ZZ (NO STAMP REQUIRED)

☐ Please tick this box if you do not wish to receive details of further special offers from companies other than Dennis Publishing Ltd OR if you are under 18 years of age. ☐ Please indicate here if you do not wish to receive occasional e-mails about carefully chosen products and services from companies other than Dennis Publishing Ltd.

You will be able to view your subscription details online at **www.subsinfo.co.uk**

ORDER REF: P305

NEXT MONTH

WORLD EXCLUSIVE

JAK II: RENEGADE

JAK AND HIS PINT-SIZED PAL BOUNCE BACK ONTO PS2 AND CVG'S FIRST WITH THE LOWDOWN

Contents subject to change without prior notice

PLUS!

TRUE CRIME: STREETS OF LA

Be warned, this bad-boy gang game makes The Getaway look like a playground scuffle

BACKYARD WRESTLING

Red-neck Yanks beat the crap out of each other as busty women cheer 'em on. This you've gotta see!

VIRTUA FIGHTER 4 EVOLUTION

We go toe-to-toe with Sega's king of fighters in part two of our exclusive UK preview

THE LEGEND OF ZELDA: THE WIND WAKER

Get through the game easily with our walkthrough guide

BROKEN SWORD 3

Dust the cobwebs from your cranium in preparation for this puzzle-heavy adventure

ICE NINE

Has Metal Gear met its match? CVG's on the case

PLUS!

CT SPECIAL FORCES BACK TO HELL • TRON • SPEED KINGS • PROJECT BGE • WWE X9 • XIII • DANCING STAGE MEGAMIX • WWE CRUSH HOUR • RESI 2&3

computer and video GAMES

ISSUE 260 ON SALE THURSDAY 8 MAY

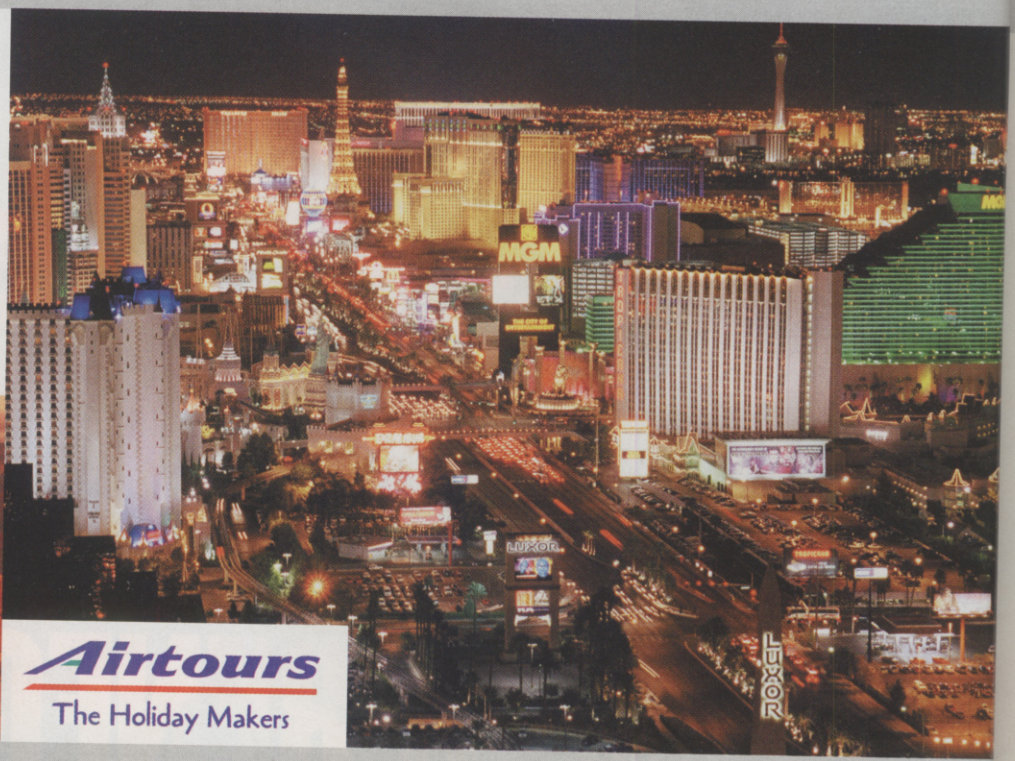
£12,000 Prize Quiz

one reader wins all this

Win: Vegas holiday for two

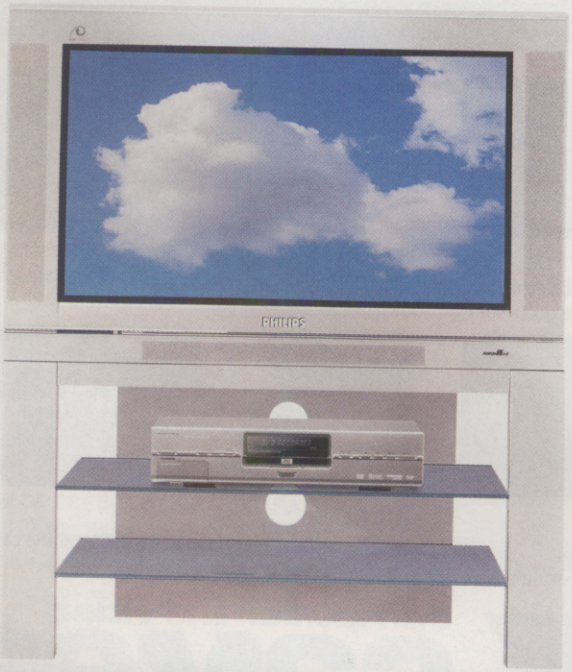
A week's holiday for two in Las Vegas, provided by Airtours. Your flight and hotel are included in the prize.*

www.computerandvideogames.com/quiz



Airtours
The Holiday Makers

Win: Philips AV bundle



We have teamed up with Philips to offer you an award-winning 28" Pixel Plus TV, a DVD/SACD Digital Home Entertainment System and a Nike Philips Digital Audio Player.*

www.computerandvideogames.com/quiz

PHILIPS

Play the quiz at www.computerandvideogames.com/quiz

£12,000 Prize Quiz

one reader wins all this

Win: Multivision PC

The latest Multivision Ionix PC. It's fast, with loads of memory and perfect for multimedia applications*.

www.computerandvideogames.com/quiz

Specification: AMD Athlon XP 2800, 512Mb RAM, 120Gb Hard Drive, 16" Sharp TFT Screen, 4x DVD ReWriter*

Win: Canon Imaging kit

Canon is providing its latest IXUS V3 digital camera. It is also giving away a Direct Photo printer and a £2,000 LV-X2 compact multimedia projector; perfect for showing off the photos you take in Las Vegas!*

www.computerandvideogames.com/quiz

you can Canon

Win: Gaming bundle

This prize is perfect for the keen gamer – Universal Interactive are giving away a PS2, an Xbox, a GameCube, free games for a year, a copy of their latest blockbuster "Jurassic Park" plus a TV to play it on!*

www.computerandvideogames.com/quiz

Enter the quiz NOW!

Log-on to www.computerandvideogames.com/quiz and play the quiz for free. The highest score wins every prize*

*Prize rules and full terms and conditions available on the website. Free to play.

computer and video games

Play the quiz at www.computerandvideogames.com/quiz

TEXT TO WIN

WIN SOLI

TEXT YOUR ANSWERS TO 84004
(T-MOBILE USERS TEXT 85140)

How to enter: First type 'CVG MAY' then type out the letters corresponding to the correct answers, starting with the first question and ending with the fourth. For example:

'CVG MAY ABCA'* *CALLS COST NO MORE THAN 50P*

Test your gaming mettle with this substantial (cough) competition. To celebrate the launch of Metal Gear Solid 2 Substance on Xbox, we've got an incredible home cinema and gaming kit up for grabs, courtesy of Konami.

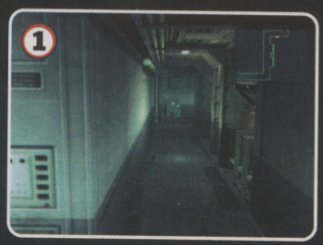
Be the envy of everyone on your street with an enormous 32-inch Sony widescreen TV, delicious DVD player, an ear-drum-tickling Sony surround-sound home cinema set-up, a brand spanking new Xbox AND a copy of Metal Gear Solid 2 Substance to play on it. That's well over £2000-worth of gadgets to make you a gaming god in your neighbourhood! Stop dithering and check in with Otacon below to enter.

BLAG THIS BOOTY! A SONY HTPS 1000 HOME CINEMA SET-UP!

"OKAY, TO ENTER THIS COMPETITION YOU NEED TO PROVE YOUR WORTH BY FULFILING THESE GOVERNMENT REGULATION CHALLENGES. ANSWER EACH OF MY QUESTIONS BY TICKING THE RELEVANT BOX IN THE COUPON BELOW. READY, AGENT? THEN LET'S GET TO WORK."

QUESTION 1. Any agent who's spent time in the field will tell you that your eyes are your most valuable weapon. Prove your hawk-eyed observation by telling me which screenshot Snake is hiding in.

- ■ A .....Screenshot 1
- ■ B .....Screenshot 2
- ■ C .....Screenshot 3



QUESTION 2. Know thyself, as the old saying goes, but it's also important to know thine enemy. What is the name of this automated surveillance nightmare?

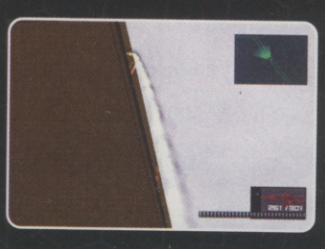
- ■ A.....Cypher
- ■ B .....Siphon
- ■ C .....Cypress

QUESTION 3. You'll have to use brain as well as brawn in the heat of the action and employing sneaky tricks will save your hide many a time. Which of these three objects can be used to distract guards in the game and let you sneak by unseen?

- ■ A.....Claxon
- ■ B.....Dynamite
- ■ C .....Girlie mag

QUESTION 4. Finally, it's important to understand the hazards of the environments you're infiltrating. Have a guess at what this unpleasant liquid might be, showering from on high.

- ■ A: .....Vintage Chardonnay
- ■ B: .....Pee
- ■ C: .....Mineral Water



D GAMING GEAR!

WIDESCREEN DREAM! WIN THIS 32-INCH KV32FX66 SONY TV!

CUT ALONG HERE

GO ON! WIN IT!

Fill in this coupon and send entries to:

CVG MGS2 Compo,
CVG, **CCVG503A**,
Dennis Publishing,
PO Box **154**,
Bradford, BD1 5RZ

QUESTION 1
Tick the correct answer:

A ☐ B ☐ C ☐

QUESTION 2
Tick the correct answer:

A ☐ B ☐ C ☐

QUESTION 3
Tick the correct answer:

A ☐ B ☐ C ☐

QUESTION 4
Tick the correct answer:

A ☐ B ☐ C ☐

Enter your details below

Title:
Forename:
Surname:
Address:

Postcode:
Daytime tel no:
Email:

IMPORTANT: No more than one entry per household
☐ Please tick here if you do not wish to receive by mail further special offers from companies other than Dennis Publishing Ltd OR if you are under 18 years of age
☐ Please tick here if you do not wish to receive occasional emails about carefully chosen products or services from companies other than Dennis Publishing Ltd
☐ Please tick here if you are a current subscriber

TERMS AND CONDITIONS: Only entries with all of the questions completed correctly and received before **Wednesday 7 May 2002** will be entered into the prize draw. Winners will be notified by post, so don't phone. No cash alternatives. Prizes not necessarily as shown. No correspondence will be entered into. The editor's decision is final. And when it comes to deciding, nobody decides like 'Decisive Al'. All the other usual competition rules, conditions and restrictions apply.

***EXTRA TERMS AND CONDITIONS FOR 'TEXT TO WIN':** The service is available to Vodafone, Orange, BT Cellnet (O_2), and One2One (T-Mobile) customers. It will not cost more than 50p (incl. VAT) for each entry. The user will receive one confirmation message per entry. The service is provided by Inspired Technology Group in conjunction with CVG. If users have any problems, they should call +353 1 667 855 (9am-6pm) or email support@poptext.com

You can slow down time by hitting the Focus button. But neither character is fast enough to limbo and dodge bullets like Neo

EXCLUSIVE ACCESS!

ENTER THE MATRIX

JACK IN, LOAD UP, AND SET US ALL FREE!

- PUBLISHER: INFOGRAMES
- DEVELOPER: SHINY ENTERTAINMENT
- OUT: MAY 15

IN A NUTSHELL

Enter the year of the Matrix: two movies and a game with enough extra film footage to create a whole new flick. Guns, girls, Kung Fu and more guns! It'll be impossible to avoid the Matrix juggernaut this summer.

XBOX GC, PC

WWW.ENTERTHEMATRIXGAME.COM

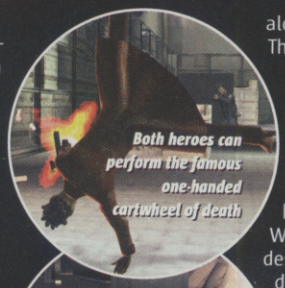
UPDATE!

PCs are nasty pieces of work. Think how many hours of your life you've wasted handpicking that mysterious fluffy gunk off the mouse ball when it stops rolling properly! But do they appreciate it? Do they 'eck!

You turn your back for a split-second and that bulky beige lump-o-plastic in the corner of the room pulls a fast one on you, along with its buddies. They take over the world and turn you and the rest of mankind into unwitting slaves living in a virtual world that they control. Gits!

In the original Matrix movie a band of clued-in freedom fighters led by Morpheus, Neo and Trinity kick-started a war against these evil computers. And they're set to continue their struggle in The Matrix Reloaded when it hits the big screen this May. But they're going to need help.

Enter The Matrix for PS2, Xbox, GC and PC (nice irony) gives you the opportunity to fight the power as one of two new characters, Niobi and Ghost, that appear in the forthcoming movie.

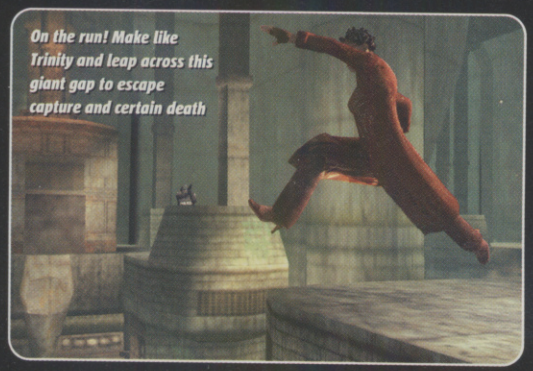


Both heroes can perform the famous one-handed cartwheel of death

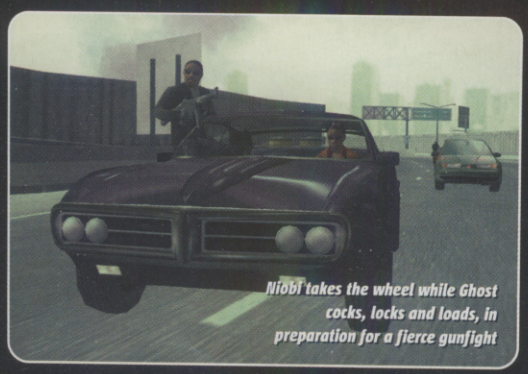
alongside events that appear in The Matrix Reloaded.

The game features over an hour of all-new movie footage written and directed by the Wachowski brothers; appearances by the stars; fighting moves choreographed by Hong Kong legend master Wu Ping; new environments designed by the movie's set designer – and tons more.

Needless to say, all these exclusives promise to make it the essential companion to the film sequel. The game's developer, Shiny Entertainment, is doing its damndest to make sure that the in-game action will be just as exciting as the story, cutscenes



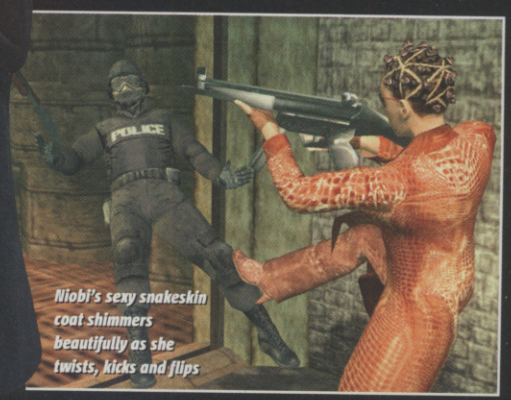
On the run! Make like Trinity and leap across this giant gap to escape capture and certain death



Niobi takes the wheel while Ghost cocks, locks and loads, in preparation for a fierce gunfight

MEANWHILE, ELSEWHERE...

Unlike Spider-Man or Lord Of The Rings, Enter The Matrix isn't a straightforward or lazy spin-off. Oh no! This is a heavyweight experience in which a unique storyline is unravelled, to engage you with action taking place



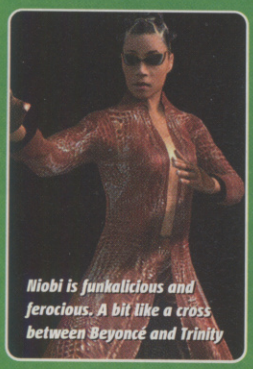
Niobi's sexy snakeskin coat shimmers beautifully as she twists, kicks and flips

NEO NO-SHOW

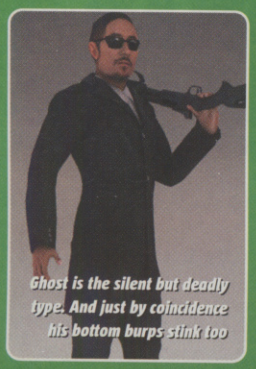
One of the biggest shock revelations is that you can't play as any of the movie's three main heroes. But don't go throwing your toys out of the pram just yet, because newcomers Niobi and Ghost still possess most of the mad skills that appear in the movie. Plus a few new ones!

Shiny's big cheese explains why Neo, Morpheus and Trinity are not playable:

"If you recall the end of the first movie, Neo has become 'The One'. He is like a god... He can stop bullets with a wave of his hand... Secondly, and more importantly, Neo's side of the story is being told in The Matrix Reloaded, with the game story parallel to it and connecting at certain intervals. The same is true for Trinity and Morpheus. So, we were given a simple choice: make our game like nearly all other movie games (following a character through story you already know), or taking you off on an adventure that movie-goers won't know even about, but would love to experience." **DAVID PERRY, SHINY ENTERTAINMENT**



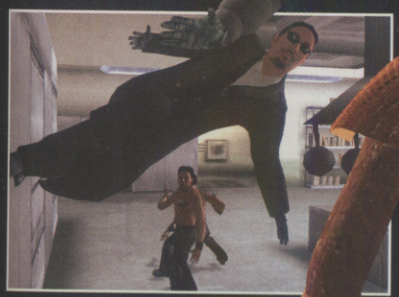
Niobi is funkalicious and ferocious. A bit like a cross between Beyoncé and Trinity



Ghost is the silent but deadly type. And just by coincidence his bottom burps stink too

and extra movie footage that have been weaved so masterfully into the adventure.

CVG went behind the scenes with the game and caught up with Shiny's head honcho, David Perry, to bring you all the latest inside info on the biggest movie tie-in of the year.



Okay, so he can run along walls, but he's still got an unusually tiny Beadle hand. Eew!

JACK-OF-ALL-TRADES

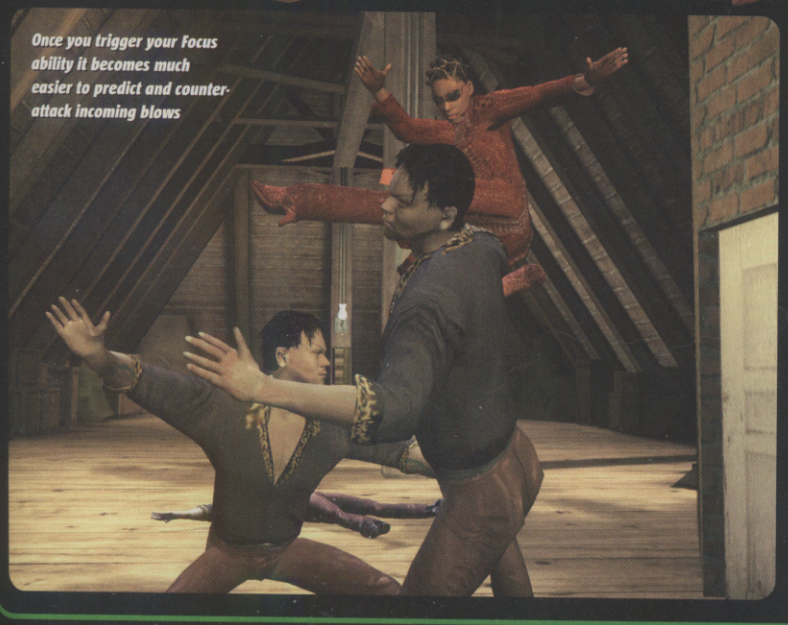
At first glance it looks like an out-and-out brawler. But rather than have you mindlessly booting your way through tons of similar stages, like in Buffy The Vampire Slayer on Xbox, Enter The Matrix mixes it up to keep the action feeling fresh and true to scenarios from the upcoming movie. All of the tough challenges you encounter are spread across a variety of exciting genres – fighting, driving and on-rails shooting sections.

"That was the Wachowskis' vision from the get-go: to have everything in the game that you'd see in the films. Powerful characters fighting in true Matrix style, bending all the rules; insane car chases and intense scenes in the real world where you'd fly the hovercraft. With any of those pieces missing, some of the Matrix experience would've been missing." **DAVID PERRY, SHINY ENTERTAINMENT**

UP CLOSE AND IMPERSONAL: Although stylish hand-to-hand combat takes up the bulk of the action, you will need to prove yourself in other fields of fighting too

HIT AND RUN, RUN, RUN: You've got to get to a Hard Line in order to escape from the Matrix. But instead of fleeing on foot, you must to tear across town behind the wheel while your buddy guns down any pursuers

FLIGHT FOR SURVIVAL: Back in the Real World you get the opportunity to pilot Osiris, weave through tunnels, man the gun turrets, gun down Sentinels, and protect Zion



Once you trigger your Focus ability it becomes much easier to predict and counter-attack incoming blows

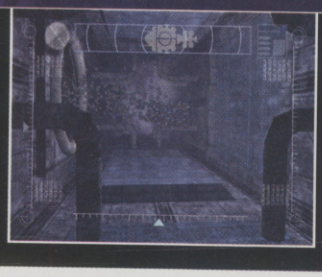
"I KNOW KUNG FU... JUDO... JU-JITSU... MUAY THAI... THUMB WRESTLING"

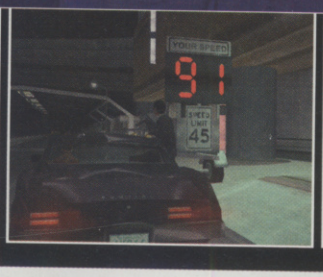
Most fighting-based adventures make do with letting you unlock a few new moves. But in Enter The Matrix both new characters can hack into the Matrix and download whole new fighting styles in a matter of moments! And along with dishing out hundreds of deadly martial arts manoeuvres, Niobi and Ghost can bend reality by running along walls, performing inhumanly acrobatic feats, and, of course, slowing down time.

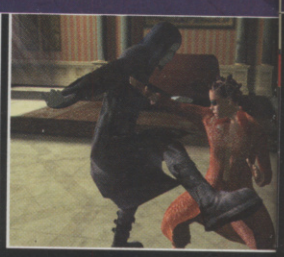
Max Payne stole the whole 'bullet-time' concept from The Matrix, but Enter The Matrix reinvents the idea with its new Focus feature, which also enables you to decide when you want to manipulate time. In addition, you have to plan when to use this special ability strategically, because your Focus gauge runs out in a flash. Waste it and you'll get wasted faster than you can say Bill & Ted's Bogus Journey...

"In Enter The Matrix, your Focus ability unleashes the full spectrum of your character's abilities. So, if you're fighting hand-to-hand, a normal kick becomes something really special when you apply the Focus to it. Normal kicks become acrobatic, running-up-the-wall, spinning skull-crushers!"
DAVID PERRY, SHINY ENTERTAINMENT

Morpheus puts on a martial arts display in his local ASDA car park







THE WOW-CHOWSKIS ARE BACK

RELOADED AND REVOLUTIONARY

Enter The Matrix marks a first in gaming history. How so? Because no other movie game tie-in has ever featured blockbuster-quality sequences starring the real actors. Nor, for that matter, created a storyline that intertwines with and compliments the events that unfold on the silver screen so brilliantly. And although Keanu Reeves and his big-name co-stars aren't actually playable in the game, they all make appearances in these dazzling extra scenes.

As Trinity gets choked she quickly notices that her foot is perfectly positioned at goolie height

THE FLIGHT OF THE OSIRIS

As if real movie footage by the Wachowskis weren't enough to make any fan buckle at the knees with excitement, the game starts with a five-minute animated Matrix-related thriller created by Square.

The Flight Of The Osiris is one of nine awesome Animatrix short films that have been created by different animation studios from all over the world to add even more depth to the Matrix universe. But if you want to catch all nine of these amazing mini-movies, you'll have to buy The Animatrix VHS or DVD when it goes on sale on 2 June 2003.

1. Square's stunningly animated short begins with a sexy sword fight which results in this lovely lady having all her clothes sliced off, except for a tiny red g-string

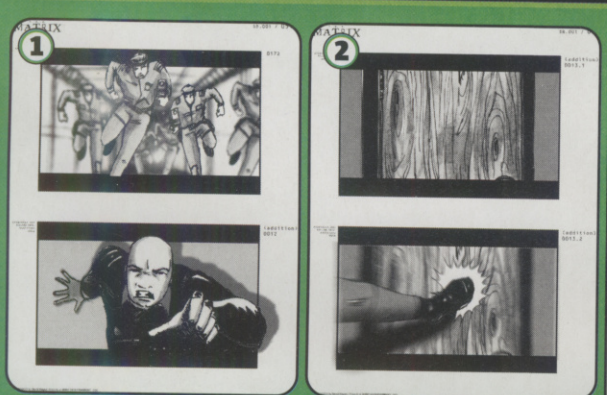
2. Oh, hello! The mysterious wonder woman from the first scene makes another appearance. This time in hot red leather trousers and knee-high stiletto boots. Classy!

3. The spidery metal Sentinels start latching onto every inch of the ship and piercing through the hull with lasers. A lot of people get killed... which is sad

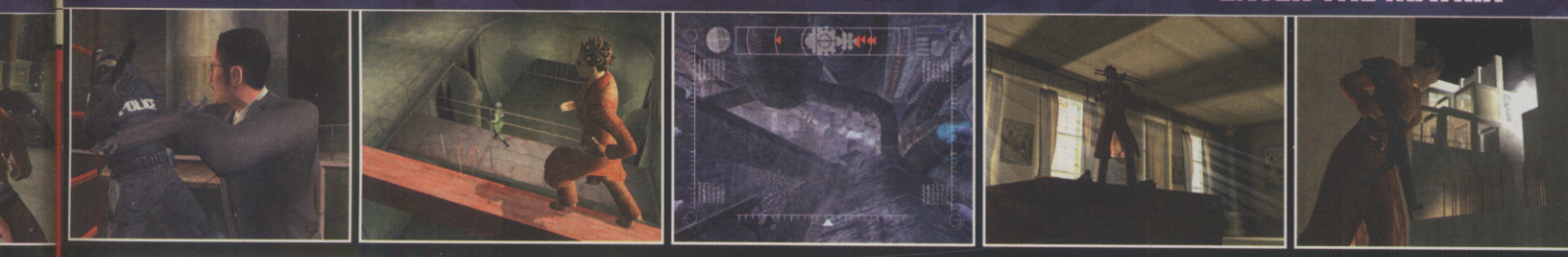
4. The action then switches into the grim maze of tunnels that lurks within the heart of the Real World, and a fierce battle kicks off between the crew of the Osiris and a swarm of Sentinels

PICTURE PERFECT

The Wachowskis made sure that thousands of stunningly dramatic storyboards were drawn up in order to ensure that every computer-generated cutscene they directed was exactly as they envisioned.



One of the characters makes his escape from security guards by sprinting along a corridor and plunging through a plate-glass window down onto the street below



The big man tucks his tie into his shirt to make sure he doesn't slice it off during a sword fight

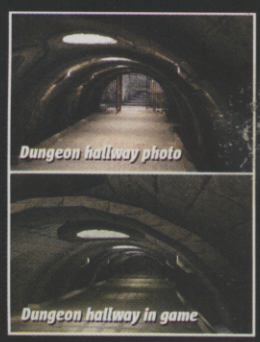
Add a couple of energy bars to the screen and this scene from Reloaded would look like a 2D beat 'em up

© 2003 Warner Home Video (UK) Limited. All rights reserved

SETTING THE STANDARDS

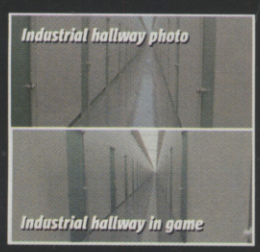
Every tiny detail from each movie set has been painstakingly recreated for Enter The Matrix to produce the most astoundingly authentic experience possible.

On top of that, the Hollywood set designer who worked on The Matrix Reloaded was given the job of inventing all the new environments that only appear in the game. As a result, the style of the locations has been kept fully consistent with those in the movie.



Dungeon hallway photo

Dungeon hallway in game



Industrial hallway photo

Industrial hallway in game

Quick! Shoot all the strange purple men!

"GUNS! WE'RE GOING TO NEED LOTS OF GUNS!"

There are over 24 weapons for you to go bananas with. And what do you do when you run out of bullets? Reload? Hell, no! In true Matrix style you chuck the useless hunk of metal to the floor and load up a new one. However, if you don't have access to the armoury, you can always get up close to any gun-toting enemy and disarm them with a blindingly fast Kung Fu snatch manoeuvre. Easy.

CVG OPINION

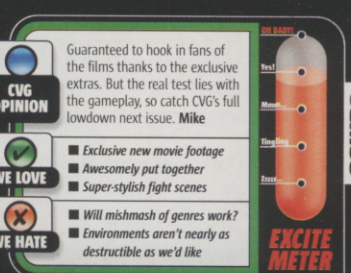
Guaranteed to hook in fans of the films thanks to the exclusive extras. But the real test lies with the gameplay, so catch CVG's full lowdown next issue. **Mike**

WE LOVE

- Exclusive new movie footage
- Awesomely put together
- Super-stylish fight scenes

WE HATE

- Will mishmash of genres work?
- Environments aren't nearly as destructible as we'd like



CYBERNET JAPAN USA UK

CONSOLES OF THE FUTURE

RING NOW: 020 8789 71 96

XBOX | GC | PS2 | GBA

XBOX NINTENDO GAMECUBE PlayStation.2

NEW GAMES ONLY £44.99!! IMPORT

LATEST ACCESSORIES

WWW.CVGE.CO.UK

GBA SP IN STOCK SOON

LATEST IMPORTS TITLES!

ADDRESS:
287 Putney Bridge Road,
London SW15 2PT

www.TheGameXchange.com

PS2 XBOX GAMECUBE GBA

Want to trade in your old games for the latest releases?
Looking for fantastic discounts on new games? WE HAVE WHAT YOU NEED!!
Contact us today for a quotation! Email - thegame.xchange@virgin.net
Example Trade in:- (we even pay the cost of insured postage to us!)

Trade in price for METROID PRIME
£21.50 including p+p
Our price for SLY RACOON NEW
£27.49 delivered

You pay ONLY £5.99

This Month's HOT RELEASES

Pre-order Special offers

The SIMS	Conflict Desert Storm	Primal
XBOX/GC £34.99	CUBE £31.99	PS2 £31.99

GBA SP Ring for price and availability

MASSIVE SALE Up to 60% off

PS2 The GETAWAY £26.99
GC Eternal Darkness £22.99
PS2 Sly Raccoon £25.99
XB Ty Tasmanian Tiger £19.99
GBA GAMES £12.99 each
GC FREELOADER £13.99
PS2 Ratchet and Clank £25.99
GC Disneys Sports Football £19.99
GC Rocky £22.99
Plus Many More..While Stocks Last !!

www.TheGameXchange.com

thegame.xchange@virgin.net Sales 08707 466 070

UNICORN Computers LTD

IN ASSOCIATION

PerfectPlay Damaged Discs Made New

LOOK!

CD's RESTORED

Have you got Scratched or dirty discs that jump or don't play at all?
We can repair virtually all disc damage, returning the CD to AS NEW Pristine condition. No longer do you have to throw them away.
PSone, PS2, XBOX, GAMECUBE, SEGA, PC, AUDIO, DVD

OFFER EXTENDED
For every 3 CD's you have Restored you get another one done
ABSOLUTELY FREE!!
thats 4 for the price of 3

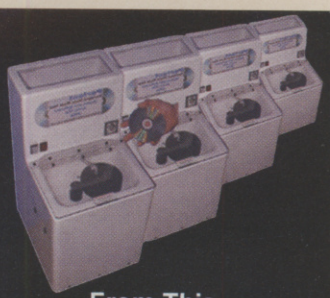
For more info and order Forms
Visit our web site at www.unicorn.yorks.com

Fast
Friendly
Guaranteed
Or your money back

Games and Software..£4.49 Per Disc
Movie DVD's.....£3.99 Per Disc
Audio CD's.....£3.49 Per Disc

Postage & Packing
1-4 CD's add £2.00 to order
5-10 CD's add £3.50 to order
11+ CD's add £5.00 to order

Please make cheques and Postal orders made payable to Unicorn Computers LTD
Credit cards welcome



From This

To This

We can remove
Deep Scores, scratches, grease, dirt, scuffs, ink, liquids Etc.

Send your discs to
Unicorn Computers LTD
1 Park Lane, Clayton
Bradford, WestYorkshire
England, BD14 6AR

TEL : 0870 162 8998

CONSOLELAND
www.consoleland.co.uk

- PACKAGE INCLUDES...
- A Choice of 1 of the 3 Games above
- An official Nintendo Link Cable
- Plus a FREE GAME from the *list below!!!

*Aero The Acrobat, Broken Sword, Chu Chu Rocket Defender Of The Crown, F Zero, Pitfall, Pocket Music Turok Evolution, Shaun Palmers Pro Snowboarding, Iridion 3D.

THE NEW *GAME BOY* ADVANCE SP
ULTIMATE GAMING PACKAGE
RRP £169.96
Our Price £129.99 SAVE £39.97

PS2 The Getaway **"NOW ONLY £24.99"**

GC UK Zelda Wind Waker + Bonus Disc Preorder **"ONLY £32.99"**

XBOX - UK Yager Preorder **"ONLY £32.99"**

Sales Hotline : (01423) 772590

FREE 1st Class UK Postage and Packaging direct to your door. A chance to win a FREE Game on every order. We supply UK / US and JAP Games on all formats. PS2, GC, XBOX, Dreamcast, GBA SP, Retro, we do them all!

BUY - SELL - TRADE

CONSOLE & PC GAMES

RETRO & MODERN

BRING OR SEND BY POST WITH SAE FOR CASH

GAMES EXCHANGE
56 Notting Hill Gate, London W11 ✆ 020 7221 1123
Open 7 days 10am - 8pm
Bring official ID with address & signature when selling or exchanging
HUGE SELECTION ON SALE

PS2
Universal PS2 console plays all UK/US/JAP import games £259
PS2 Import adapters CALL/See site
PS2 High Resolution VGA Adapter £29.99
PS one
PS one PSX change CD V2.0 Stealth play all imports £19.99

XBOX
Universal Xbox console plays all UK/US/JAPgames £225 including 2 games!
Xbox import game mod (soldering required) £29
Xbox RGB Plus (with Optical Audio Out /S-Video out) £23
GAMECUBE
Import Gamecube console plays US/JAP games (stepdown not included) £125
Panasonic All Region DVD Gamecube plays US/Jap games £375

Gameboy Advance
Gameboy Advance & Fitted Afterburner £99.99
Pokemon Ruby and Saphire £36.99
PS2, GameCube, XBOX, Universal VGA Box - use any console on your PC monitor £39.99

100's of games, hardware & merchandise for Xbox, Gamecube, PS2, GBA, Dreamcast, Saturn!

www.VideoGameCompany.com

Credit card sales hotline: 01437 766321 24 hr. / 07710 425019
Payment made to : Videogame Co., PO Box 6, Narberth, Wales, SA67 7YG

King Cat

Call: 020 8972 9494 (24hrs)
email: info@kingcat.co.uk
mon/fri 10am-6pm
All the latest Anime gear, check online for details or call for your brochure.

Play imports like Zelda with Freeloader

Dungeon Dice Monster
Joey & Pegasus

Huge stock of Yu-Gi-Oh!
Kaiba, Yu-Gi Decks & Lots of Boosters

new! GameBoy Advance

Action Kits

Super Android 13! Books

- The best Mail Order/Internet Anime store
- Best collectables from Japan/USA
- New stock arriving all the time.
- Call: 0906 557 5551 for your Colour Brochure & chance to win loads of Anime goodies! You can also Text for a brochure by sending: TEXT4 KINGCAT BROCHURE with your name & address and send it to: 89080
- All major credit/debit cards accepted.
- online ordering www.kingcat.co.uk

Payments to:
KING CAT
PO BOX 770A
SURBITON
KT7 0WL

Box Sets
Garlic Jr. Trilogy 2

Largest choice of DBZ Gear anywhere

T-Shirts

new!

Pokemon Ruby & Sapphire

Pucca gear!!! visit puccastore.com for girls tops, bags, accessories etc...

Cardcaptor Sakura Keychains, Pencil Sets, DVD's, Books and more...

Escaflowne collectors Box set DVD

DVD's, Posters Action Figres, Trading Cards & loads more...

Dial-a-Prize

Text to Win!!!

you can now win these great prizes by texting us. Just enter: KINGCAT along with the letter next to the prize.
Then send it to: 81808
eg: KINGCAT A JOHN

0906 577 5552
& Win, Win, Win!!!

C XBox

D GameBoy Advance

G Imac

H Latest choice of Mobile Phones! *

0906 577 5551
& Win, Win, Win!!!

A PS2 & Games

B Universal GameCube

E Latest Desktop PC*

£200 worth of Anime Goodies! Yugioh, DBZ, you decide!
F

Calls to Dial-a-Prize cost £1.50 per minute, calls last average 2 minutes. Calls from mobiles may vary. Ask bill payer permission before calling. SMS messaging cost £1.50 plus your networks charge for sending the text. For info on rules and winners write to: King Cat PO BOX 770A Surbiton KT7 0WL. * The choice of computer and phones will vary. We shall give winners the latest specification at the time of prize draw.

CACKMAN©

THE INDEPENDENT VOICE OF THE FREE GAMING NATION

XTREME CACKMAN!

Like many of you readers, Cackman is a red-blooded male, with big, hairy balls. And Cackman is not ashamed to admit that the sight of Tecmo's salacious Dead Or Alive Xtreme Beach Volleyball gave him a distinct tingling in his pixellated loins.

Indeed, over-exposure to this festival of filth eventually caused Cackman to take a razor to his nether regions, grab the baby oil, and conjure a Must-Have list of titles, which Cackman believes Team Ninja should seriously consider.

■ BRITNEY'S DANCE BEAT 2

Making good use of Team Ninja's astounding proprietary technology, the behind-the-scenes concert footage could be gloriously augmented by a Hyper-Real Gusset-Cam. Readers, *imagine* the possibilities.

■ SMACKDOWN 5! SPREAD YOUR LEGS

Team Ninja meets WWE is a recipe that gives Cackman a Ready-Brek glow all over his round yellow body. Expect physical contortions and breathless stamina that would put the Kamasutra and Sting to shame. And the thought of an oiled-up Tina, defenceless in a choke-hold, makes Cackman positively moist.

■ MARY-KATE AND ASHLEY: HOT AND BOTHERED

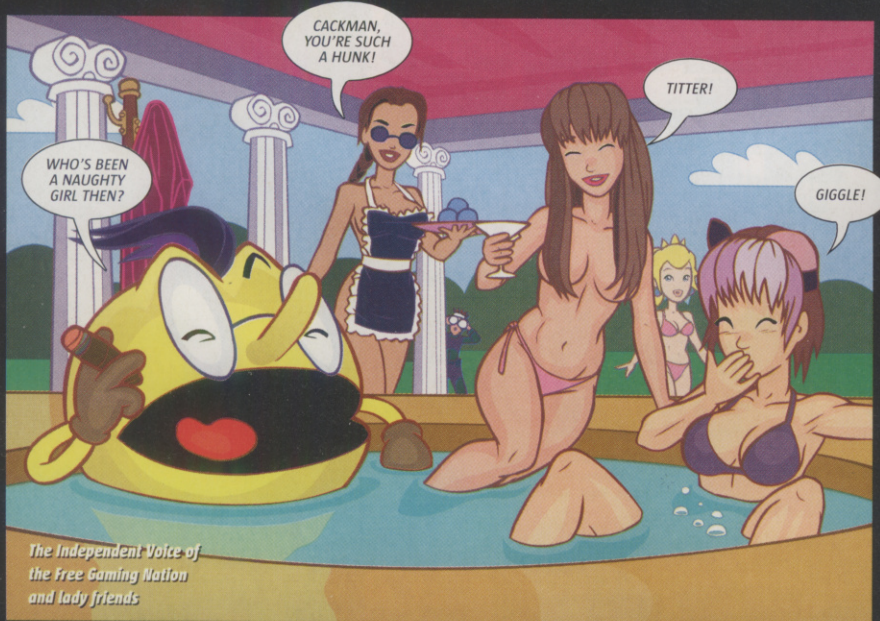
Cackman would like to make it clear that he never had a single improper thought re: M-K and A a second before the Olsen twins turned 16. But now, Cackman believes Team Ninja can help him make up for lost time.

■ DEAD OR ALIVE: XTREME JACUZZI

Surely the natural successor to Xtreme Beach Volleyball. After a tiring day of sweaty girl-on-girl action down at the beach, there's only one thing on these ladies' minds: watersports! Naturally, with his legendary success with the opposite sex, Cackman believes he is perfect for the David Hasselhof-in-Baywatch role the game demands and is polishing up his CV as you read this.

LETTERS TO CACKMAN

Do you know if Mario Kart on GameCube will be online? Will it be a MMORPGFFS?
Bill Gates, Wigan
After Nintendo Europe's massive, glorious, multi-trillion, squillion pound launch of Broadband and Modem adaptors for GameCube, how could you have any doubts? Cackman can reveal that Nintendo will release a special Tin Can On A Manky Bit Of String Adaptor, (available in Bright Purple and Des O'Connor Orange) which can be connected to other adaptors. Gamers will then be able to abuse other Mario Kart players as far as eight metres away. Xbox Live is finished.



CACKMAN WORLD EXCLUSIVE!

GAMECUBE METAL GEAR REVEALED!

Cackman knows everything. *Every*thing. Which includes what Metal Gear will be like when it hits GameCube. And Cackman can reveal that Shigeru Miyamoto's obvious understanding of mass-market entertainment is about to save Nintendo, when Metal Gear Kids! is shown at the E3 show in LA. And here is a hot list of the mature-rated features:

- Sing along to your favourite nursery rhymes via Codec!
- Sneak Snake past the teacher as he arrives late at pre-school!
- Choice of free strawberry- or cola-flavoured joypad with every game!
- Solid Snake to be played by SM:tv Live's Brian Dowling!

WRITE TO CACKMAN

You lot must have ideas. Questions. Theories. Write to Cackman at the usual address, and the best will win an awesome prize! Senders of anything Cackman considers to be crap will be subjected to GBH in text form on this very page. Come on! You want to be famous, don't you? What else have you got to live for in your stupid little lives?

Cackman's opinions aren't necessarily those of CVG

CALL ME 24/7, I'VE GOT WHAT YOU NEED!

Providing Every Cheat You'll Ever Need

CHEATS UNLIMITED

A SIMPLE CALL AND YOU'VE GOT THE CHEAT

CHEATS TIPS & WALKTHROUGHS

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

GBOY ADV

Advance Wars
Breath of Fire
Broken Sword
Daredevil
Dragonball Z: Leg. Goku
Golden Sun
Harry Potter
Harry Potter C.of Secrets
Lord of Rings Two Towers
Lord of Rings: Fel. of Ring
Mario Kart Super Circuit
Metroid Fusion
Pitfall: The Mayan Adv.
Rayman Advance
Sonic Advance
Spyro: Season of Ice
Super Mario Advance 2
Tomb Raider: Prophecy
WWE Rd to W'mania X8
Yoshi's Island
Plus Many More...

GBOY COL

Action Man
Buffy The Vampire Slayer
Classic Creep Capers
Conkers Pocket Tales
Crystal Pokemon
Gold Pokemon
Harry Potter
Perfect Dark
Pokemon Blue
Pokemon Crystal
Pokemon Gold
Pokemon Red
Pokemon Silver
Pokemon Yellow
Red Pokemon
Simpsons: Thouse Horror
Yu-Gi-Oh!: Dark Duel St.
Zelda: Links Awake. DX
Zelda: Oracle of Ages
Zelda: Oracle of Seasons
Plus Many More...

N64

Conkers Bad Fur Day
Diddy Kong Racing
Earthworm Jim 3D
Goldeneye
Pokemon Stadium
Pokemon Stadium 2
Star Wars: Rogue Squad.
Super Mario
Turok: Dinosaur Hunter
Zelda: Majora's Mask
Zelda: Ocarina of Time
Plus Many More...

DRMCAST

Alone in the Dark 4
Blue Stinger
Crazy Taxi
Phantasy Star Online
Res. Evil: Code Veronica
Shenmue
Soldier of Fortune
Sonic Adventure
Soul Calibur
Tomb Raider 4
Tony Hawk's 2
Plus Many More...

PS ONE

Abe's Odysee
Alone in the Dark 4
Alundra 2
Army Men: Land Sea Air
Broken Sword 2
C&C: Red Alert
Colin McRae Rally 2
Digimon World
Digimon World 2
Digimon World 3
Dino Crisis
Discworld Noir
Dracula Last Sanctuary
Dracula Resurrection
Driver
Driver 2
Final Fantasy 7
Gran Turismo 2
Harry Potter
Louvre: The Final Curse
Martian Gothic
MediEvil
Parasite Eve 2
Resident Evil 3: Nemesis
Silent Hill
Syphon Filter 2
Syphon Filter 3
Tomb Raider 2
Tomb Raider 3
Tomb Raider 4
Tomb Raider 5
Tony Hawk's 3
Tony Hawk's 4
World is not Enough
Yu-Gi-Oh! F. Memories
Plus Many More...

PC

Age of Empires
Airport Tycoon
Beach Life
Broken Sword
Broken Sword 2
C&C: Generals
Champ. Manager 2001
Champ. Manager 4
Commandos 2
Dungeon Keeper 2
Empire Earth
I.G.I 2 - Covert Strike
Master of Orion 3
Mech Warrior 4
Medal of Honor: A. A.
Midtown Madness 2
Project I.G.I 2
Sim City 3000
Sim City 4
Sims
Sims on Holiday
Sims: Deluxe
Sims: Unleashed
Soldier of Fortune 2
Splinter Cell
Star Wars: Gal.B'grounds
Star Wars: Jedi Knight 2
Stronghold
Theme Hospital
Tom Clancy's Splinter Cell
Tomb Raider 2
Tomb Raider 3
Total Club Manager 2003
WWE Raw
Zoo Tycoon
Plus Many More...

GAMECUBE

Ace Golf
Agent Under Fire
Aggressive Inline
Batman Vengeance
Bloody Roar: Primal Fury
BMX XXX
Bomberman Generation
Bounty Hunter: Star Wars
Burnout
Capcom vs. SNK: EO
Crash Bandicoot
Die Hard: Vendetta
Eighteen Wheeler
Eternal Darkness
FIFA 2003
Fire Blade
Godzilla: D. all Monsters
Harry Potter C.of Secrets
Hoodlum Havoc
J.Bond: Agent Under Fire
James Bond: Nightfire
Jedi Knight 2
Leg. of Zelda: O. of Time
Leg. of Zelda: W. Waker
Luigi's Mansion
Mario Party 4
Mario Sunshine
Medal of Honor Frontline
Metroid Prime
Minority Report
Mort.Kombat: Deadly All.
Mystic Heroes
NASCAR Thunder 2003
Need for Speed H.Purs.2
Nightfire
Ocarina Of Time: Zelda
007 Nightfire
Phantasy Star Online
Rayman 3
Reign Of Fire
Resident Evil
Resident Evil Zero
Rocky
Rogue Leader
Sega Soccer Slam
Simpsons: Road Rage
Sonic Adventure 2 Battle
Sonic Mega Collection
Spiderman The Movie
Spy Hunter
Spyro: Ent.the Dragonfly
SSX Tricky
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: Jedi Knight 2
Star Wars: Rogue Leader
Starfox Adventures
Super Mario Sunshine
Super Monkey Ball
Super Smash Bros Melee
Swingerz Golf
The L. of Zelda: W.Waker
The L.of Zelda: Oc. Time
Tiger Woods Golf 2003
Time Splitters 2
Tony Hawk's 3
Tony Hawk's 4
Top Gun: Combat Zones
Turok: Evolution
Vendetta: Die Hard
Wave Race: Blue Storm
Wind Waker
WWE Wrestlemania X8
X-Men: Next Dimension
Zelda: Ocarina of Time
Zelda: The Wind Waker
Plus Many More...

X-BOX

Agent Under Fire
Amped Snowboarding
Azurik: Rise of Perthia
Battle Engine Aquila
Blinx: The Time Sweeper
Blood Omen 2
BMX XXX
Buffy The Vampire Slayer
Champ. Manager 2001
Champ. Manager 2002
Colin McRae Rally 3
Commandos 2
Conflict: Desert Storm
Dead or Alive 3
Dead to Rights
Desert Storm (Conflict)
Dynasty Warriors 3
Emperor's Tomb
Exile: Myst 3
FIFA 2003
Genma Onimusha
Ghost Recon
GT 2002
Halo
Harry Potter C.of Secrets
Hitman 2: Silent Assassin
House of the Dead 3
Hunter: The Reckoning
Indy Jones Emp's Tomb
James Bond: Nightfire
Jedi Knight 2
Jet Set Radio Future
LMA Manager 2003
Lord of Rings: Fel. of Ring
Madden NFL 2003
Mat Hoffman's Pro BMX 2
Max Payne
MechAssault
Medal of Honor Frontline
Metal Gear Solid 2: Sub.
Minority Report
Mission to Earth
M.Kombat: Deadly All.
Moto GP
Myst 3: Exile
NBA Inside Drive 2002
Need for Speed H.Purs.2
Nightfire
Oddworld: M's Oddysee
007 Nightfire
Prisoner of War
Project Gotham Racing
Rallisport Challenge
Rocky
Sega GT 2002
Serious Sam
Silent Hill 2: Inner Fears
Spiderman The Movie
Splinter Cell
Star Wars - Obi Wan
Star Wars: Jedi Knight 2
Superman: Man Of Steel
Terminator: Dawn of Fate
The Emperor's Tomb
The Thing
Tiger Woods Golf 2003
Time Splitters 2
ToeJam & Earl 3
Tom Clancy: Ghost Recon
Tom Clancy's Splinter Cell
Tony Hawk's 3
Tony Hawk's 4
Turok: Evolution
Ty the Tasmanian Tiger
WWF Raw
X-Men: Next Dimension
Plus Many More...

PLAYSTATION 2

A = 01
Ace Combat 4: S. Skies
Age of Empires 2
Agent Under Fire
Alex F's Player Manager
Alone in the Dark 4
Atlantis 3: New World
B = 02
Battle Engine Aquila
Blade 2
Blood Omen 2
BMX XXX
Burnout
Burnout 2 Point of Impact
C = 03
C.Bandicoot: W.of Cortex
Colin McRae Rally 3
Commandos 2
Conflict Zone
Conflict: Desert Storm
D = 04
Dark Angel
Dark Cloud
Dead or Alive 2
Desert Storm (Conflict)
Deus-Ex
Devil May Cry
Devil May Cry 2
Dragonball Z: Budokai
Draken: Ancient Gates
Dropship
Dynasty Warriors 3
E = 05
Escape Monkey Island
Eternal Ring
Evil Twin
Extermination
F = 06
F1 2002
FIFA 2003
Final Fantasy 10
Fire Blade
G = 07
Getaway
Ghost Recon
Giants: Citizen Kabuto
Gran Turismo 3
Gran Turismo Concept
Grand T Auto: Vice City
Grand Theft Auto 3
H = 08
Half Life
Harry Potter C.of Secrets
Haven: Call of the King
Headhunter
Hitman 2: Silent Assassin
J = 10
Jak & Daxter
James Bond: Nightfire
K = 11
Kingdom Hearts
L = 12
Legaia: Duel Saga
Legends of Wrestling 2
LMA Manager 2002
LMA Manager 2003
Lord of Rings Two Towers
Lord of Rings: Fel. of Ring
M = 13
Max Payne
Maximo
Medal of Honor Frontline
Men In Black 2 Alien Esc.
Metal Gear Solid 2
Metal Gear Solid 2: Sub.
Midnight Club
Mike Tyson Boxing
Minority Report
Monkey Island (Escape)
Mort.Kombat: Deadly All.
MX 2002
N = 14
Need for Speed H.Purs.2
Nightfire
No One Lives Forever
O = 15
Onimusha 2
Onimusha: Warlords
P = 16
Pac-Man World 2
Pirates: Leg. of Black Kat
Premier Manager 2002
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Project Zero
R = 18
Ratchet and Clank
Rayman 2
Red Faction
Red Faction 2
Res.Evil: C. Veronica X
Robot Wars
Rocky
S = 19
Scooby Doo: 100 Frights
Shadow of Memories
Shadowman 2
Silent Hill 2
Simpsons' Skateboarding
Sims
Smackdown! 4: Shut Y.M.
Soldier of Fortune
SOS: The Final Escape
Soul Reaver 2
Spiderman The Movie
Spy Hunter
Spyro: Ent.the Dragonfly
Star Wars: Bounty Hunter
State of Emergency
Street Hoops
Stuntman
Summoner
Summoner 2
T = 20
Tekken 4
Tenchu 3
Terminator: Dawn of Fate
The Getaway
The Sims
The Thing
Theme Park World
This is Football 2003
Tiger Woods Golf 2003
Time Splitters 2
Tony Hawk's 3
Tony Hawk's 4
Top Gun: Combat Zones
Turok: Evolution
Twin Calibre
U = 21
UEFA Champion League
V = 22
Vice City, G.T.A.
W = 23
Wild Arms 3
Wipeout Fusion
Wreckless: Yakuza Miss.
WWE Smackdown! S.Y.M.
WWF Smackdown! J.B.I.
X = 24
X-Men: Next Dimension
X-Squad
Plus Many More...

PlayStation
PlayStation 2
PC
XBOX
GAMECUBE
Dreamcast
NINTENDO 64
GAME BOY ADVANCE
GAME BOY COLOR

Cheats & Walkthroughs also available for all these consoles.

CALL NOW

- OVER 10,000 CHEATS AVAILABLE
- THE LATEST CHEATS ADDED EVERY DAY
- COMPILED BY GAMING EXPERTS
- 100S OF QUALITY WALKTHROUGH GUIDES

AGED 16 OR OVER, CALL THIS NUMBER NOW

09066 095 382

AGED UNDER 16, CALL THIS NUMBER

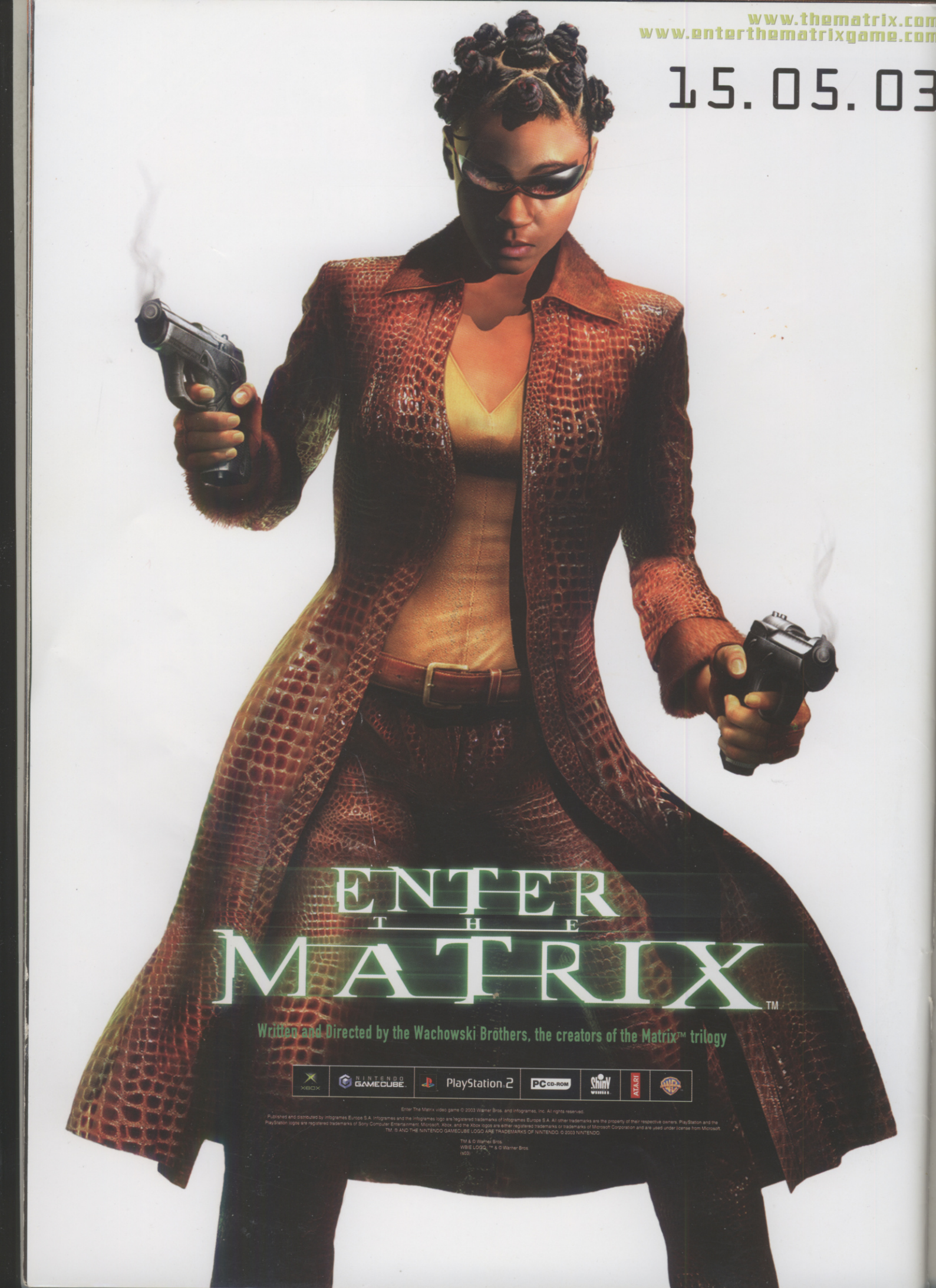
09066 095 836

CALLS TO THE ABOVE NUMBERS COST ONLY 60p PER MINUTE

NON-UK CALLERS: +44 700 590 7575

Please ensure you have permission from the bill payer before calling. Each call to the under 16's number will cost no more than £3.00, and will end at 5 minutes. Mobile phone call charges may vary. All logos and game titles are trademarks of their respective companies. Details are correct at time of going to press. Please put any comments or questions in writing to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA, or emailcustserv@cheatsunlimited.com, or call our

24hr Customer Service: (Freephone) 0800 081 6000


www.thematrix.com
www.enterthematrixgame.com
15.05.03
ENTER
THE
MATRIX™
Written and Directed by the Wachowski Brothers, the creators of the Matrix™ trilogy
XBOX
NINTENDO GAMECUBE
PlayStation 2
PC CD-ROM
ATARI
Enter The Matrix video game © 2003 Warner Bros. and Infogrames, Inc. All rights reserved.
Published and distributed by Infogrames Europe S.A. Infogrames and the Infogrames logo are registered trademarks of Infogrames Europe S.A. All other trademarks are the property of their respective owners. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation and are used under license from Microsoft.
TM, ® AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO. © 2003 NINTENDO.
TM & © Warner Bros.
WB® LOGO, ™ & © Warner Bros
(s03)